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Unique solved — 035966 L3

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

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

Filters: none

Count: 136

1.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [number theory](#)
[035966_L3's solution](#)

2.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2023-08-30 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)
[035966_L3's solution](#)

3.

1929B

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

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[035966_L3's solution](#)

4.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [sortings](#)
[035966_L3's solution](#)

5.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,371 global accepts · Rating: 800 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [math](#)
[035966_L3's solution](#)

6.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)
[035966_L3's solution](#)

7.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: [dfs and similar](#), [dp](#), [greedy](#), [implementation](#)
[035966_L3's solution](#)

8.

1845A

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

Quality: 47,384 global accepts · Rating: 800 · first AC: 2023-06-29 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)
[035966_L3's solution](#)

9.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

10.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · last AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

11.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[035966_L3's solution](#)

12.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[035966_L3's solution](#)

13.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[035966_L3's solution](#)

14.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[035966_L3's solution](#)

15.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[035966_L3's solution](#)

16.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[035966_L3's solution](#)

17.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

18.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[035966_L3's solution](#)

19.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[035966_L3's solution](#)

20.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[035966_L3's solution](#)

21.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[035966_L3's solution](#)

22.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[035966_L3's solution](#)

23.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[035966_L3's solution](#)

24.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[035966_L3's solution](#)

25.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[035966_L3's solution](#)

26.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

27.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

28.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · last AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math

[035966_L3's solution](#)

29.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-14 · last AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[035966_L3's solution](#)

30.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[035966_L3's solution](#)

31.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[035966_L3's solution](#)

32.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[035966_L3's solution](#)

33.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[035966_L3's solution](#)

34.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[035966_L3's solution](#)

35.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[035966_L3's solution](#)

36.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[035966_L3's solution](#)

37.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[035966_L3's solution](#)

38.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[035966_L3's solution](#)

39.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

40.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,823 global accepts · Rating: 1100 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[035966_L3's solution](#)

41.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings

[035966_L3's solution](#)

42.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1100 · first AC: 2022-07-16 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[035966_L3's solution](#)

43.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[035966_L3's solution](#)

44.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[035966_L3's solution](#)

45.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[035966_L3's solution](#)

46.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[035966_L3's solution](#)

47.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[035966_L3's solution](#)

48.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[035966_L3's solution](#)

49.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[035966_L3's solution](#)

50.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[035966_L3's solution](#)

51.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics

[035966_L3's solution](#)

52.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[035966_L3's solution](#)

53.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[035966_L3's solution](#)

54.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[035966_L3's solution](#)

55.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[035966_L3's solution](#)

56.

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[035966_L3's solution](#)

57.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[035966_L3's solution](#)

58.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, implementation, two pointers

[035966_L3's solution](#)

59.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[035966_L3's solution](#)

60.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[035966_L3's solution](#)

61.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[035966_L3's solution](#)

62.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[035966_L3's solution](#)

63.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[035966_L3's solution](#)

64.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-04-17 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[035966_L3's solution](#)

65.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[035966_L3's solution](#)

66.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[035966_L3's solution](#)

67.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · last AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[035966_L3's solution](#)

68.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[035966_L3's solution](#)

69.

1678C

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

Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[035966_L3's solution](#)

70.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[035966_L3's solution](#)

71.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[035966_L3's solution](#)

72.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-07-26 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[035966_L3's solution](#)

73.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[035966_L3's solution](#)

74.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[035966_L3's solution](#)

75.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[035966_L3's solution](#)

76.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[035966_L3's solution](#)

77.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[035966_L3's solution](#)

78.

1678D

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

Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[035966_L3's solution](#)

79.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[035966_L3's solution](#)

80.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[035966_L3's solution](#)

81.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[035966_L3's solution](#)

82.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · last AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[035966_L3's solution](#)

83.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[035966_L3's solution](#)

84.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[035966_L3's solution](#)

85.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[035966_L3's solution](#)

86.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2023-01-03 · last AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[035966_L3's solution](#)

87.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[035966_L3's solution](#)

88.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[035966_L3's solution](#)

89.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2024-08-26 · last AC: 2024-09-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[035966_L3's solution](#)

90.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[035966_L3's solution](#)

91.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[035966_L3's solution](#)

92.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · last AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[035966_L3's solution](#)

93.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[035966_L3's solution](#)

94.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[035966_L3's solution](#)

95.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[035966_L3's solution](#)

96.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2022-07-27 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[035966_L3's solution](#)

97.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math, strings

[035966_L3's solution](#)

98.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[035966_L3's solution](#)

99.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2023-08-06 · last AC: 2023-08-06 · PHP (first AC) · Tags: *special
[035966_L3's solution](#)

100.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[035966_L3's solution](#)

101.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2023-07-30 · last AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees
[035966_L3's solution](#)

102.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[035966_L3's solution](#)

103.

1719E

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

Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, number theory
[035966_L3's solution](#)

104.

766D

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

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs
[035966_L3's solution](#)

105.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-02 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[035966_L3's solution](#)

106.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search
[035966_L3's solution](#)

107.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees
[035966_L3's solution](#)

108.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · last AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[035966_L3's solution](#)

109.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[035966_L3's solution](#)

110.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[035966_L3's solution](#)

111.

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[035966_L3's solution](#)

112.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[035966_L3's solution](#)

113.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[035966_L3's solution](#)

114.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[035966_L3's solution](#)

115.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[035966_L3's solution](#)

116.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[035966_L3's solution](#)

117.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[035966_L3's solution](#)

118.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[035966_L3's solution](#)

119.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-08-09 · last AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[035966_L3's solution](#)

120.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[035966_L3's solution](#)

121.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-12-12 · last AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[035966_L3's solution](#)

122.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings

[035966_L3's solution](#)

123.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[035966_L3's solution](#)

124.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-17 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[035966_L3's solution](#)

125.

1828F

[Two Centroids](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[035966_L3's solution](#)

126.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-17 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[035966_L3's solution](#)

127.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[035966_L3's solution](#)

128.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[035966_L3's solution](#)

129.

105112B

[Brickwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[035966_L3's solution](#)

130.

101964A

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · last AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[035966_L3's solution](#)

131.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · last AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[035966_L3's solution](#)

132.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-08-29 · last AC: 2023-08-29 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[035966_L3's solution](#)

133.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-08-29 · last AC: 2023-08-29 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[035966_L3's solution](#)

134.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-08-29 · last AC: 2023-08-29 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[035966_L3's solution](#)

135.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-08-29 · PHP (first AC) · Tags: *special, expression parsing, strings

[035966_L3's solution](#)

136.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[035966_L3's solution](#)