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Unique solved — 0375w

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

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

Filters: none

Count: 186

1.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0375w's solution](#)

2.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[0375w's solution](#)

3.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[0375w's solution](#)

4.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[0375w's solution](#)

5.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[0375w's solution](#)

6.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[0375w's solution](#)

7.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[0375w's solution](#)

8.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[0375w's solution](#)

9.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[0375w's solution](#)

10.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[0375w's solution](#)

11.

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[0375w's solution](#)

12.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,015 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy
[0375w's solution](#)

13.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[0375w's solution](#)

14.

1473A

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

Quality: 37,434 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings
[0375w's solution](#)

15.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[0375w's solution](#)

16.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[0375w's solution](#)

17.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[0375w's solution](#)

18.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[0375w's solution](#)

19.

1785A

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

Rating: 1000 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[0375w's solution](#)

20.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[0375w's solution](#)

21.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[0375w's solution](#)

22.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[0375w's solution](#)

23.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[0375w's solution](#)

24.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[0375w's solution](#)

25.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,427 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[0375w's solution](#)

26.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[0375w's solution](#)

27.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math
[0375w's solution](#)

28.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[0375w's solution](#)

29.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[0375w's solution](#)

30.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,950 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[0375w's solution](#)

31.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[0375w's solution](#)

32.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[0375w's solution](#)

33.

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[0375w's solution](#)

34.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[0375w's solution](#)

35.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[0375w's solution](#)

36.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[0375w's solution](#)

37.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0375w's solution](#)

38.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[0375w's solution](#)

39.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[0375w's solution](#)

40.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[0375w's solution](#)

41.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[0375w's solution](#)

42.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[0375w's solution](#)

43.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[0375w's solution](#)

44.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[0375w's solution](#)

45.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[0375w's solution](#)

46.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[0375w's solution](#)

47.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[0375w's solution](#)

48.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[0375w's solution](#)

49.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[0375w's solution](#)

50.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[0375w's solution](#)

51.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[0375w's solution](#)

52.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[0375w's solution](#)

53.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[0375w's solution](#)

54.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[0375w's solution](#)

55.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[0375w's solution](#)

56.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[0375w's solution](#)

57.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[0375w's solution](#)

58.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[0375w's solution](#)

59.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[0375w's solution](#)

60.

2187B

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

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[0375w's solution](#)

61.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[0375w's solution](#)

62.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[0375w's solution](#)

63.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[0375w's solution](#)

64.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[0375w's solution](#)

65.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0375w's solution](#)

66.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[0375w's solution](#)

67.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[0375w's solution](#)

68.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[0375w's solution](#)

69.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[0375w's solution](#)

70.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures, greedy

[0375w's solution](#)

71.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[0375w's solution](#)

72.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[0375w's solution](#)

73.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[0375w's solution](#)

74.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[0375w's solution](#)

75.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[0375w's solution](#)

76.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[0375w's solution](#)

77.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
[0375w's solution](#)

78.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[0375w's solution](#)

79.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[0375w's solution](#)

80.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[0375w's solution](#)

81.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[0375w's solution](#)

82.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[0375w's solution](#)

83.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[0375w's solution](#)

84.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[0375w's solution](#)

85.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees
[0375w's solution](#)

86.

1090E

[Horseback Riding](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[0375w's solution](#)

87.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2021-05-06 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees
[0375w's solution](#)

88.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[0375w's solution](#)

89.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[0375w's solution](#)

90.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,299 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp
[0375w's solution](#)

91.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[0375w's solution](#)

92.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[0375w's solution](#)

93.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[0375w's solution](#)

94.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[0375w's solution](#)

95.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[0375w's solution](#)

96.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer
[0375w's solution](#)

97.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[0375w's solution](#)

98.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[0375w's solution](#)

99.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[0375w's solution](#)

100.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[0375w's solution](#)

101.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[0375w's solution](#)

102.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[0375w's solution](#)

103.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[0375w's solution](#)

104.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[0375w's solution](#)

105.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[0375w's solution](#)

106.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[0375w's solution](#)

107.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[0375w's solution](#)

108.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[0375w's solution](#)

109.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, implementation

[0375w's solution](#)

110.

1090H

[Linearization](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 2900 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[0375w's solution](#)

111.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[0375w's solution](#)

112.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[0375w's solution](#)

113.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[0375w's solution](#)

114.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-29 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, two pointers

[0375w's solution](#)

115.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[0375w's solution](#)

116.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[0375w's solution](#)

117.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[0375w's solution](#)

118.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[0375w's solution](#)

119.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,573 global accepts · Rating: — · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[0375w's solution](#)

120.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,138 global accepts · Rating: — · first AC: 2026-04-03 · last AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[0375w's solution](#)

121.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

122.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

123.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

124.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

125.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

126.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[0375w's solution](#)

127.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[0375w's solution](#)

128.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

129.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[0375w's solution](#)

130.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[0375w's solution](#)

131.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[0375w's solution](#)

132.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[0375w's solution](#)

133.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

134.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[0375w's solution](#)

135.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[0375w's solution](#)

136.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[0375w's solution](#)

137.

103640D

[Daily Turnovers](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[0375w's solution](#)

138.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · last AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

139.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · last AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

140.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

141.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

142.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

143.

102056B

[Mysterious ... Host](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

144.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

145.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

146.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

147.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

148.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

149.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

150.

102994I

[A Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

151.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

152.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

153.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

154.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

155.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

156.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

157.

102511B

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

Rating: — · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

158.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

159.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

160.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

161.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

162.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

163.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

164.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

165.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

166.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

167.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

168.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

169.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

170.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[0375w's solution](#)

171.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

172.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · Python 3 (first AC) · Tags: —

[0375w's solution](#)

173.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

174.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

175.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

176.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

177.

102823E

[Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

178.

102823C

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-13 · last AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

179.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

180.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

181.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[0375w's solution](#)

182.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

183.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

184.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-06 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

185.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)

186.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: —

[0375w's solution](#)