

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — 11231123

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

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

Filters: none

Count: 351

1.

2189A

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

Quality: 24,376 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[11231123's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[11231123's solution](#)

3.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[11231123's solution](#)

4.

2153B

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

Quality: 22,593 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[11231123's solution](#)

5.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[11231123's solution](#)

6.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[11231123's solution](#)

7.

2125A

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

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[11231123's solution](#)

8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,218 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[11231123's solution](#)

9.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[11231123's solution](#)

10.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[11231123's solution](#)

11.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

12.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[11231123's solution](#)

13.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[11231123's solution](#)

14.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[11231123's solution](#)

15.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

16.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[11231123's solution](#)

17.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[11231123's solution](#)

18.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,036 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[11231123's solution](#)

19.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[11231123's solution](#)

20.

1783A

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

Quality: 48,761 global accepts · Rating: 800 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[11231123's solution](#)

21.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[11231123's solution](#)

22.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[11231123's solution](#)

23.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[11231123's solution](#)

24.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[11231123's solution](#)

25.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[11231123's solution](#)

26.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[11231123's solution](#)

27.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[11231123's solution](#)

28.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation
[11231123's solution](#)

29.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[11231123's solution](#)

30.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[11231123's solution](#)

31.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[11231123's solution](#)

32.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[11231123's solution](#)

33.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

34.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[11231123's solution](#)

35.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[11231123's solution](#)

36.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[11231123's solution](#)

37.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[11231123's solution](#)

38.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[11231123's solution](#)

39.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[11231123's solution](#)

40.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[11231123's solution](#)

41.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[11231123's solution](#)

- 42.**
1304A
[Two Rabbits](#) · [Tutorial](#)
Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[11231123's solution](#)
- 43.**
1301A
[Three Strings](#) · [Tutorial](#)
Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[11231123's solution](#)
- 44.**
1303A
[Erasing Zeroes](#) · [Tutorial](#)
Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[11231123's solution](#)
- 45.**
1300A
[Non-zero](#) · [Tutorial](#)
Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[11231123's solution](#)
- 46.**
1152A
[Neko Finds Grapes](#) · [Tutorial](#)
Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[11231123's solution](#)
- 47.**
1162A
[Zoning Restrictions Again](#) · [Tutorial](#)
Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[11231123's solution](#)
- 48.**
2125B
[Left and Down](#) · [Tutorial](#)
Quality: 27,371 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[11231123's solution](#)
- 49.**
2114B
[Not Quite a Palindromic String](#) · [Tutorial](#)
Quality: 30,506 global accepts · Rating: 900 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[11231123's solution](#)
- 50.**
1990A
[Submission Bait](#) · [Tutorial](#)
Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[11231123's solution](#)
- 51.**
1733B
[Rule of League](#) · [Tutorial](#)
Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[11231123's solution](#)
- 52.**
1709B
[Also Try Minecraft](#) · [Tutorial](#)
Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation
[11231123's solution](#)

- 53.**
1705B
[Mark the Dust Sweeper](#) · [Tutorial](#)
Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[11231123's solution](#)
- 54.**
1699B
[Almost Ternary Matrix](#) · [Tutorial](#)
Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[11231123's solution](#)
- 55.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[11231123's solution](#)
- 56.**
1689B
[Mystic Permutation](#) · [Tutorial](#)
Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[11231123's solution](#)
- 57.**
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
[11231123's solution](#)
- 58.**
1313A
[Fast Food Restaurant](#) · [Tutorial](#)
Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[11231123's solution](#)
- 59.**
1291A
[Even But Not Even](#) · [Tutorial](#)
Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[11231123's solution](#)
- 60.**
1169A
[Circle Metro](#) · [Tutorial](#)
Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[11231123's solution](#)
- 61.**
2156B
[Strange Machine](#) · [Tutorial](#)
Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[11231123's solution](#)
- 62.**
2002B
[Removals Game](#) · [Tutorial](#)
Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[11231123's solution](#)
- 63.**
1987B
[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[11231123's solution](#)

64.

1916B

[Two Divisors](#) · [Tutorial](#)

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

[11231123's solution](#)

65.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[11231123's solution](#)

66.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[11231123's solution](#)

67.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[11231123's solution](#)

68.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[11231123's solution](#)

69.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[11231123's solution](#)

70.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: implementation

[11231123's solution](#)

71.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[11231123's solution](#)

72.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[11231123's solution](#)

73.

2125C

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

Quality: 22,755 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[11231123's solution](#)

74.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[11231123's solution](#)

75.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[11231123's solution](#)

76.

1984B

[Large Addition](#) · [Tutorial](#)

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

[11231123's solution](#)

77.

1863C

[MEX Repetition](#) · [Tutorial](#)

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

[11231123's solution](#)

78.

1863B

[Split Sort](#) · [Tutorial](#)

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

[11231123's solution](#)

79.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[11231123's solution](#)

80.

1862C

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

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[11231123's solution](#)

81.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

82.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[11231123's solution](#)

83.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[11231123's solution](#)

- 84.**
1428C
[ABBB](#) · [Tutorial](#)
Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[11231123's solution](#)
- 85.**
714A
[Meeting of Old Friends](#) · [Tutorial](#)
Quality: 11,146 global accepts · Rating: 1100 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[11231123's solution](#)
- 86.**
1304B
[Longest Palindrome](#) · [Tutorial](#)
Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[11231123's solution](#)
- 87.**
2196A
[Game with a Fraction](#) · [Tutorial](#)
Quality: 15,841 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[11231123's solution](#)
- 88.**
2189B
[The Curse of the Frog](#) · [Tutorial](#)
Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[11231123's solution](#)
- 89.**
2135A
[Against the Difference](#) · [Tutorial](#)
Quality: 18,354 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[11231123's solution](#)
- 90.**
2128C
[Leftmost Below](#) · [Tutorial](#)
Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[11231123's solution](#)
- 91.**
2002C
[Black Circles](#) · [Tutorial](#)
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[11231123's solution](#)
- 92.**
1990B
[Array Craft](#) · [Tutorial](#)
Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[11231123's solution](#)
- 93.**
1983B
[Corner Twist](#) · [Tutorial](#)
Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[11231123's solution](#)

- 94.**
1987C
[Basil's Garden](#) · [Tutorial](#)
Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[11231123's solution](#)
- 95.**
1916C
[Training Before the Olympiad](#) · [Tutorial](#)
Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[11231123's solution](#)
- 96.**
1730C
[Minimum Notation](#) · [Tutorial](#)
Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[11231123's solution](#)
- 97.**
1734C
[Removing Smallest Multiples](#) · [Tutorial](#)
Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[11231123's solution](#)
- 98.**
1713C
[Build Permutation](#) · [Tutorial](#)
Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math
[11231123's solution](#)
- 99.**
630R
[Game](#) · [Tutorial](#)
Quality: 9,590 global accepts · Rating: 1200 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[11231123's solution](#)
- 100.**
1428B
[Belted Rooms](#) · [Tutorial](#)
Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[11231123's solution](#)
- 101.**
1305B
[Kuroni and Simple Strings](#) · [Tutorial](#)
Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[11231123's solution](#)
- 102.**
714B
[Filya and Homework](#) · [Tutorial](#)
Quality: 15,523 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[11231123's solution](#)
- 103.**
2189C1
[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)
Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[11231123's solution](#)

104.

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

[11231123's solution](#)

105.

1984C1

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

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

[11231123's solution](#)

106.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[11231123's solution](#)

107.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[11231123's solution](#)

108.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[11231123's solution](#)

109.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[11231123's solution](#)

110.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[11231123's solution](#)

111.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[11231123's solution](#)

112.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[11231123's solution](#)

113.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[11231123's solution](#)

114.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[11231123's solution](#)

115.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[11231123's solution](#)

116.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[11231123's solution](#)

117.

1863D

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

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

[11231123's solution](#)

118.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

119.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[11231123's solution](#)

120.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[11231123's solution](#)

121.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[11231123's solution](#)

122.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[11231123's solution](#)

123.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[11231123's solution](#)

124.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math,

sortings

[11231123's solution](#)

125.

714C

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

Rating: 1400 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[11231123's solution](#)

126.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[11231123's solution](#)

127.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[11231123's solution](#)

128.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[11231123's solution](#)

129.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[11231123's solution](#)

130.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[11231123's solution](#)

131.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[11231123's solution](#)

132.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[11231123's solution](#)

133.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[11231123's solution](#)

134.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[11231123's solution](#)

135.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[11231123's solution](#)

136.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search

[11231123's solution](#)

137.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[11231123's solution](#)

138.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[11231123's solution](#)

139.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[11231123's solution](#)

140.

2125D

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

Quality: 9,279 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[11231123's solution](#)

141.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[11231123's solution](#)

142.

1861C

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

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

[11231123's solution](#)

143.

1862E

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

Quality: 12,788 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[11231123's solution](#)

144.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[11231123's solution](#)

145.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[11231123's solution](#)

146.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[11231123's solution](#)

147.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[11231123's solution](#)

148.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[11231123's solution](#)

149.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[11231123's solution](#)

150.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[11231123's solution](#)

151.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[11231123's solution](#)

152.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[11231123's solution](#)

153.

2031D

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

Quality: 9,681 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

[11231123's solution](#)

154.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[11231123's solution](#)

155.

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[11231123's solution](#)

156.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[11231123's solution](#)

157.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[11231123's solution](#)

158.

1984C2

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

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

[11231123's solution](#)

159.

1916D

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

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

[11231123's solution](#)

160.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[11231123's solution](#)

161.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[11231123's solution](#)

162.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[11231123's solution](#)

163.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[11231123's solution](#)

164.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[11231123's solution](#)

165.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[11231123's solution](#)

166.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[11231123's solution](#)

167.

1467B

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

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

[11231123's solution](#)

168.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[11231123's solution](#)

169.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[11231123's solution](#)

170.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[11231123's solution](#)

171.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[11231123's solution](#)

172.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[11231123's solution](#)

173.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[11231123's solution](#)

174.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[11231123's solution](#)

175.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[11231123's solution](#)

176.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[11231123's solution](#)

177.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[11231123's solution](#)

178.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[11231123's solution](#)

179.

1861D

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

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

[11231123's solution](#)

180.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[11231123's solution](#)

181.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[11231123's solution](#)

182.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[11231123's solution](#)

183.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[11231123's solution](#)

184.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[11231123's solution](#)

185.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[11231123's solution](#)

186.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[11231123's solution](#)

187.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[11231123's solution](#)

188.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[11231123's solution](#)

189.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-09 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[11231123's solution](#)

190.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[11231123's solution](#)

191.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[11231123's solution](#)

192.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[11231123's solution](#)

193.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[11231123's solution](#)

194.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[11231123's solution](#)

195.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[11231123's solution](#)

196.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[11231123's solution](#)

197.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[11231123's solution](#)

198.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

199.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[11231123's solution](#)

200.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,403 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[11231123's solution](#)

201.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[11231123's solution](#)

202.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[11231123's solution](#)

203.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[11231123's solution](#)

204.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[11231123's solution](#)

205.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[11231123's solution](#)

206.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[11231123's solution](#)

207.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[11231123's solution](#)

208.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[11231123's solution](#)

209.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[11231123's solution](#)

210.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[11231123's solution](#)

211.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[11231123's solution](#)

212.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[11231123's solution](#)

213.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[11231123's solution](#)

214.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[11231123's solution](#)

215.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[11231123's solution](#)

216.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[11231123's solution](#)

217.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[11231123's solution](#)

218.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[11231123's solution](#)

219.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[11231123's solution](#)

220.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[11231123's solution](#)

221.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[11231123's solution](#)

222.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[11231123's solution](#)

223.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[11231123's solution](#)

224.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[11231123's solution](#)

225.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[11231123's solution](#)

226.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, greedy

[11231123's solution](#)

227.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[11231123's solution](#)

228.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[11231123's solution](#)

229.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[11231123's solution](#)

230.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[11231123's solution](#)

231.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[11231123's solution](#)

232.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[11231123's solution](#)

233.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[11231123's solution](#)

234.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[11231123's solution](#)

235.

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

[11231123's solution](#)

236.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[11231123's solution](#)

237.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[11231123's solution](#)

238.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[11231123's solution](#)

239.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[11231123's solution](#)

240.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2020-08-11 · last AC: 2026-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[11231123's solution](#)

241.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[11231123's solution](#)

242.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[11231123's solution](#)

243.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[11231123's solution](#)

244.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[11231123's solution](#)

245.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[11231123's solution](#)

246.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[11231123's solution](#)

247.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[11231123's solution](#)

248.

714E

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, sortings

[11231123's solution](#)

249.

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[11231123's solution](#)

250.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[11231123's solution](#)

251.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[11231123's solution](#)

252.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[11231123's solution](#)

253.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[11231123's solution](#)

254.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[11231123's solution](#)

255.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[11231123's solution](#)

256.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[11231123's solution](#)

257.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[11231123's solution](#)

258.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[11231123's solution](#)

259.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[11231123's solution](#)

260.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[11231123's solution](#)

261.

1709F

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[11231123's solution](#)

262.

1467E

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

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-09 · last AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[11231123's solution](#)

263.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[11231123's solution](#)

264.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[11231123's solution](#)

265.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-12-22 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[11231123's solution](#)

266.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-06-04 · last AC: 2020-06-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[11231123's solution](#)

267.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[11231123's solution](#)

268.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[11231123's solution](#)

269.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2021-01-11 · last AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[11231123's solution](#)

270.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[11231123's solution](#)

271.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[11231123's solution](#)

272.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[11231123's solution](#)

273.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2021-01-18 · last AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[11231123's solution](#)

274.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[11231123's solution](#)

275.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[11231123's solution](#)

276.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices
[11231123's solution](#)

277.

2153F

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

Quality: 323 global accepts · Rating: 2900 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees
[11231123's solution](#)

278.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers
[11231123's solution](#)

279.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[11231123's solution](#)

280.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[11231123's solution](#)

281.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[11231123's solution](#)

282.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[11231123's solution](#)

283.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees
[11231123's solution](#)

284.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings
[11231123's solution](#)

285.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2021-01-06 · last AC: 2021-01-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[11231123's solution](#)

286.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[11231123's solution](#)

287.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[11231123's solution](#)

288.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[11231123's solution](#)

289.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 3000 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[11231123's solution](#)

290.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2019-05-08 · last AC: 2019-05-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[11231123's solution](#)

291.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[11231123's solution](#)

292.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[11231123's solution](#)

293.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[11231123's solution](#)

294.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-12-24 · last AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[11231123's solution](#)

295.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[11231123's solution](#)

296.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[11231123's solution](#)

297.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[11231123's solution](#)

298.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-01-02 · last AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[11231123's solution](#)

299.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-12-24 · last AC: 2020-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[11231123's solution](#)

300.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-12-22 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[11231123's solution](#)

301.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[11231123's solution](#)

302.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[11231123's solution](#)

303.

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[11231123's solution](#)

304.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-12-14 · last AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[11231123's solution](#)

305.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[11231123's solution](#)

306.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[11231123's solution](#)

307.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[11231123's solution](#)

308.

105911F

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

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[11231123's solution](#)

309.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)

310.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)

311.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)

312.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[11231123's solution](#)

313.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)

314.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[11231123's solution](#)

315.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[11231123's solution](#)

316.

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[11231123's solution](#)

317.

105629F

[epetorial](#)

Rating: — · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)

318.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

319.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

320.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

321.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

322.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

323.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

324.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

325.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

326.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[11231123's solution](#)

327.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

328.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

329.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

330.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

331.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

332.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

333.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

334.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

335.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

336.

104008J

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

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

337.

104008C

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

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

338.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

339.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[11231123's solution](#)

340.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

341.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

342.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[11231123's solution](#)

343.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[11231123's solution](#)

344.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

345.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

346.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[11231123's solution](#)

347.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[11231123's solution](#)

348.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[11231123's solution](#)

349.

104172L

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

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[11231123's solution](#)

350.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[11231123's solution](#)

351.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[11231123's solution](#)