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Unique solved — 1 Dung 1

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

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

Filters: none

Count: 218

1.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[1_Dung_1's solution](#)

2.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[1_Dung_1's solution](#)

3.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[1_Dung_1's solution](#)

4.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[1_Dung_1's solution](#)

5.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[1_Dung_1's solution](#)

6.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[1_Dung_1's solution](#)

7.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[1_Dung_1's solution](#)

8.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[1_Dung_1's solution](#)

9.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[1_Dung_1's solution](#)

10.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[1_Dung_1's solution](#)

11.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[1_Dung_1's solution](#)

12.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[1_Dung_1's solution](#)

13.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[1_Dung_1's solution](#)

14.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[1_Dung_1's solution](#)

15.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[1_Dung_1's solution](#)

16.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[1_Dung_1's solution](#)

17.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[1_Dung_1's solution](#)

18.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[1_Dung_1's solution](#)

19.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[1_Dung_1's solution](#)

20.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[1_Dung_1's solution](#)

21.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[1_Dung_1's solution](#)

22.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[1_Dung_1's solution](#)

23.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[1_Dung_1's solution](#)

24.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[1_Dung_1's solution](#)

25.

1800A

[Is It a Cat?](#) · [Tutorial](#)

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[1_Dung_1's solution](#)

26.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[1_Dung_1's solution](#)

27.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[1_Dung_1's solution](#)

28.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[1_Dung_1's solution](#)

29.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[1_Dung_1's solution](#)

30.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[1_Dung_1's solution](#)

31.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[1_Dung_1's solution](#)

- 32.**
1750A
[Indirect Sort](#) · [Tutorial](#)
Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[1_Dung_1's solution](#)
- 33.**
1749A
[Cowardly Rooks](#) · [Tutorial](#)
Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[1_Dung_1's solution](#)
- 34.**
1746B
[Rebellion](#) · [Tutorial](#)
Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[1_Dung_1's solution](#)
- 35.**
1746A
[Maxmina](#) · [Tutorial](#)
Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[1_Dung_1's solution](#)
- 36.**
1739A
[Immobile Knight](#) · [Tutorial](#)
Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[1_Dung_1's solution](#)
- 37.**
1733A
[Consecutive Sum](#) · [Tutorial](#)
Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[1_Dung_1's solution](#)
- 38.**
1729B
[Decode String](#) · [Tutorial](#)
Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[1_Dung_1's solution](#)
- 39.**
1729A
[Two Elevators](#) · [Tutorial](#)
Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[1_Dung_1's solution](#)
- 40.**
1717A
[Madoka and Strange Thoughts](#) · [Tutorial](#)
Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[1_Dung_1's solution](#)
- 41.**
1699A
[The Third Three Number Problem](#) · [Tutorial](#)
Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[1_Dung_1's solution](#)
- 42.**
1656A
[Good Pairs](#) · [Tutorial](#)
Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[1_Dung_1's solution](#)

43.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[1_Dung_1's solution](#)

44.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[1_Dung_1's solution](#)

45.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[1_Dung_1's solution](#)

46.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[1_Dung_1's solution](#)

47.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[1_Dung_1's solution](#)

48.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[1_Dung_1's solution](#)

49.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,326 global accepts · Rating: 900 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[1_Dung_1's solution](#)

50.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[1_Dung_1's solution](#)

51.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[1_Dung_1's solution](#)

52.

1749B

[Death's Blessing](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

53.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[1_Dung_1's solution](#)

54.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[1_Dung_1's solution](#)

55.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[1_Dung_1's solution](#)

56.

1849B

[Monsters](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

57.

1837C

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

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

[1_Dung_1's solution](#)

58.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[1_Dung_1's solution](#)

59.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[1_Dung_1's solution](#)

60.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[1_Dung_1's solution](#)

61.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[1_Dung_1's solution](#)

62.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[1_Dung_1's solution](#)

63.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[1_Dung_1's solution](#)

- 64.**
1836B
[Astrophysicists](#) · [Tutorial](#)
Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[1_Dung_1's solution](#)
- 65.**
1828C
[Counting Orders](#) · [Tutorial](#)
Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[1_Dung_1's solution](#)
- 66.**
1832B
[Maximum Sum](#) · [Tutorial](#)
Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[1_Dung_1's solution](#)
- 67.**
1826B
[Lunatic Never Content](#) · [Tutorial](#)
Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[1_Dung_1's solution](#)
- 68.**
1821B
[Sort the Subarray](#) · [Tutorial](#)
Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[1_Dung_1's solution](#)
- 69.**
1800C2
[Powering the Hero \(hard version\)](#) · [Tutorial](#)
Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[1_Dung_1's solution](#)
- 70.**
1739B
[Array Recovery](#) · [Tutorial](#)
Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[1_Dung_1's solution](#)
- 71.**
1729C
[Jumping on Tiles](#) · [Tutorial](#)
Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[1_Dung_1's solution](#)
- 72.**
1726B
[Mainak and Interesting Sequence](#) · [Tutorial](#)
Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[1_Dung_1's solution](#)
- 73.**
1717B
[Madoka and Underground Competitions](#) · [Tutorial](#)
Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[1_Dung_1's solution](#)
- 74.**
2135A
[Against the Difference](#) · [Tutorial](#)
Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[1_Dung_1's solution](#)

75.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[1_Dung_1's solution](#)

76.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[1_Dung_1's solution](#)

77.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[1_Dung_1's solution](#)

78.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[1_Dung_1's solution](#)

79.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[1_Dung_1's solution](#)

80.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[1_Dung_1's solution](#)

81.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[1_Dung_1's solution](#)

82.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[1_Dung_1's solution](#)

83.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,758 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[1_Dung_1's solution](#)

84.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[1_Dung_1's solution](#)

- 85.**
2172M
[Maximum Distance To Port](#) · [Tutorial](#)
Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[1_Dung_1's solution](#)
- 86.**
1915E
[Romantic Glasses](#) · [Tutorial](#)
Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[1_Dung_1's solution](#)
- 87.**
1882B
[Sets and Union](#) · [Tutorial](#)
Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[1_Dung_1's solution](#)
- 88.**
1826C
[Dreaming of Freedom](#) · [Tutorial](#)
Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[1_Dung_1's solution](#)
- 89.**
1823C
[Strongly Composite](#) · [Tutorial](#)
Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[1_Dung_1's solution](#)
- 90.**
1821C
[Tear It Apart](#) · [Tutorial](#)
Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[1_Dung_1's solution](#)
- 91.**
1726C
[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)
Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[1_Dung_1's solution](#)
- 92.**
1717C
[Madoka and Formal Statement](#) · [Tutorial](#)
Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[1_Dung_1's solution](#)
- 93.**
1904C
[Array Game](#) · [Tutorial](#)
Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[1_Dung_1's solution](#)
- 94.**
1901C
[Add, Divide and Floor](#) · [Tutorial](#)
Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[1_Dung_1's solution](#)

95.

1895C

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

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

[1_Dung_1's solution](#)

96.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[1_Dung_1's solution](#)

97.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[1_Dung_1's solution](#)

98.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[1_Dung_1's solution](#)

99.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[1_Dung_1's solution](#)

100.

1749C

[Number Game](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

101.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[1_Dung_1's solution](#)

102.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[1_Dung_1's solution](#)

103.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,205 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[1_Dung_1's solution](#)

104.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[1_Dung_1's solution](#)

105.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[1_Dung_1's solution](#)

106.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[1_Dung_1's solution](#)

107.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[1_Dung_1's solution](#)

108.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[1_Dung_1's solution](#)

109.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[1_Dung_1's solution](#)

110.

1904D1

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

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[1_Dung_1's solution](#)

111.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[1_Dung_1's solution](#)

112.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[1_Dung_1's solution](#)

113.

1856C

[To Become Max](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

114.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[1_Dung_1's solution](#)

115.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[1_Dung_1's solution](#)

116.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[1_Dung_1's solution](#)

117.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[1_Dung_1's solution](#)

118.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[1_Dung_1's solution](#)

119.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[1_Dung_1's solution](#)

120.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[1_Dung_1's solution](#)

121.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[1_Dung_1's solution](#)

122.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[1_Dung_1's solution](#)

123.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[1_Dung_1's solution](#)

124.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[1_Dung_1's solution](#)

125.

1849D

[Array Painting](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

126.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[1_Dung_1's solution](#)

127.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[1_Dung_1's solution](#)

128.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2022-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[1_Dung_1's solution](#)

129.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[1_Dung_1's solution](#)

130.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[1_Dung_1's solution](#)

131.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[1_Dung_1's solution](#)

132.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[1_Dung_1's solution](#)

133.

1915G

[Bicycles](#) · [Tutorial](#)

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

[1_Dung_1's solution](#)

134.

1904D2

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

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[1_Dung_1's solution](#)

135.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[1_Dung_1's solution](#)

136.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[1_Dung_1's solution](#)

137.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,185 global accepts · Rating: 1800 · first AC: 2022-08-21 · last AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[1_Dung_1's solution](#)

138.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[1_Dung_1's solution](#)

139.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[1_Dung_1's solution](#)

140.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[1_Dung_1's solution](#)

141.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[1_Dung_1's solution](#)

142.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[1_Dung_1's solution](#)

143.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, strings

[1_Dung_1's solution](#)

144.

1855C2

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

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

[1_Dung_1's solution](#)

145.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[1_Dung_1's solution](#)

146.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[1_Dung_1's solution](#)

147.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[1_Dung_1's solution](#)

148.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[1_Dung_1's solution](#)

149.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[1_Dung_1's solution](#)

150.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[1_Dung_1's solution](#)

151.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[1_Dung_1's solution](#)

152.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[1_Dung_1's solution](#)

153.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[1_Dung_1's solution](#)

154.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[1_Dung_1's solution](#)

155.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[1_Dung_1's solution](#)

156.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[1_Dung_1's solution](#)

157.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 2000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[1_Dung_1's solution](#)

158.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[1_Dung_1's solution](#)

159.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-04-07 · last AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[1_Dung_1's solution](#)

160.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[1_Dung_1's solution](#)

161.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[1_Dung_1's solution](#)

162.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[1_Dung_1's solution](#)

163.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[1_Dung_1's solution](#)

164.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[1_Dung_1's solution](#)

165.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[1_Dung_1's solution](#)

166.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[1_Dung_1's solution](#)

167.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[1_Dung_1's solution](#)

168.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[1_Dung_1's solution](#)

169.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[1_Dung_1's solution](#)

170.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[1_Dung_1's solution](#)

171.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[1_Dung_1's solution](#)

172.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[1_Dung_1's solution](#)

173.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-10-24 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[1_Dung_1's solution](#)

174.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[1_Dung_1's solution](#)

175.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dp

[1_Dung_1's solution](#)

176.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[1_Dung_1's solution](#)

177.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[1_Dung_1's solution](#)

178.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[1_Dung_1's solution](#)

179.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[1_Dung_1's solution](#)

180.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[1_Dung_1's solution](#)

181.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-19 · last AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[1_Dung_1's solution](#)

182.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[1_Dung_1's solution](#)

183.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[1_Dung_1's solution](#)

184.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[1_Dung_1's solution](#)

185.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[1_Dung_1's solution](#)

186.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[1_Dung_1's solution](#)

187.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[1_Dung_1's solution](#)

188.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[1_Dung_1's solution](#)

189.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[1_Dung_1's solution](#)

190.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[1_Dung_1's solution](#)

191.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[1_Dung_1's solution](#)

192.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[1_Dung_1's solution](#)

193.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[1_Dung_1's solution](#)

194.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[1_Dung_1's solution](#)

195.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[1_Dung_1's solution](#)

196.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[1_Dung_1's solution](#)

197.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[1_Dung_1's solution](#)

198.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[1_Dung_1's solution](#)

199.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[1_Dung_1's solution](#)

200.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[1_Dung_1's solution](#)

201.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-09-11 · last AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[1_Dung_1's solution](#)

202.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[1_Dung_1's solution](#)

203.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[1_Dung_1's solution](#)

204.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[1_Dung_1's solution](#)

205.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[1_Dung_1's solution](#)

206.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[1_Dung_1's solution](#)

207.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

208.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

209.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

210.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

211.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

212.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

213.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

214.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

215.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

216.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

217.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[1_Dung_1's solution](#)

218.

undefined253

[Theodore Roosevelt](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: *special

[1_Dung_1's solution](#)