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Unique solved — 2022dyx

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

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

Filters: none

Count: 206

- 1.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[2022dyx's solution](#)
- 2.**
2151A
[Incremental Subarray](#) · [Tutorial](#)
Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[2022dyx's solution](#)
- 3.**
2140A
[Shift Sort](#) · [Tutorial](#)
Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[2022dyx's solution](#)
- 4.**
2092A
[Kamilka and the Sheep](#) · [Tutorial](#)
Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[2022dyx's solution](#)
- 5.**
2067A
[Adjacent Digit Sums](#) · [Tutorial](#)
Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[2022dyx's solution](#)
- 6.**
2050A
[Line Breaks](#) · [Tutorial](#)
Quality: 36,464 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[2022dyx's solution](#)
- 7.**
2037B
[Intercepted Inputs](#) · [Tutorial](#)
Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[2022dyx's solution](#)
- 8.**
2037A
[Twice](#) · [Tutorial](#)
Quality: 35,700 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[2022dyx's solution](#)
- 9.**
2031A
[Penchick and Modern Monument](#) · [Tutorial](#)
Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[2022dyx's solution](#)

10.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[2022dyx's solution](#)

11.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[2022dyx's solution](#)

12.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[2022dyx's solution](#)

13.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[2022dyx's solution](#)

14.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[2022dyx's solution](#)

15.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[2022dyx's solution](#)

16.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[2022dyx's solution](#)

17.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[2022dyx's solution](#)

18.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, strings

[2022dyx's solution](#)

19.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[2022dyx's solution](#)

20.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,902 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[2022dyx's solution](#)

21.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[2022dyx's solution](#)

22.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings
[2022dyx's solution](#)

23.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[2022dyx's solution](#)

24.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[2022dyx's solution](#)

25.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[2022dyx's solution](#)

26.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy
[2022dyx's solution](#)

27.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[2022dyx's solution](#)

28.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[2022dyx's solution](#)

29.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings
[2022dyx's solution](#)

30.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[2022dyx's solution](#)

31.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[2022dyx's solution](#)

32.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[2022dyx's solution](#)

33.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[2022dyx's solution](#)

34.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[2022dyx's solution](#)

35.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[2022dyx's solution](#)

36.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[2022dyx's solution](#)

37.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[2022dyx's solution](#)

38.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[2022dyx's solution](#)

39.

2050C

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

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[2022dyx's solution](#)

40.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[2022dyx's solution](#)

41.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[2022dyx's solution](#)

42.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[2022dyx's solution](#)

43.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[2022dyx's solution](#)

44.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings
[2022dyx's solution](#)

45.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[2022dyx's solution](#)

46.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[2022dyx's solution](#)

47.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[2022dyx's solution](#)

48.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[2022dyx's solution](#)

49.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[2022dyx's solution](#)

50.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[2022dyx's solution](#)

51.

2067D

[Object Identification](#) · [Tutorial](#)

Quality: 1400 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[2022dyx's solution](#)

52.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[2022dyx's solution](#)

53.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[2022dyx's solution](#)

54.

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[2022dyx's solution](#)

55.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[2022dyx's solution](#)

56.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, math

[2022dyx's solution](#)

57.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,507 global accepts · Rating: 1500 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[2022dyx's solution](#)

58.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[2022dyx's solution](#)

59.

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[2022dyx's solution](#)

60.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[2022dyx's solution](#)

61.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[2022dyx's solution](#)

62.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers
[2022dyx's solution](#)

63.

1822F

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

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[2022dyx's solution](#)

64.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[2022dyx's solution](#)

65.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[2022dyx's solution](#)

66.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2025-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[2022dyx's solution](#)

67.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory
[2022dyx's solution](#)

68.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[2022dyx's solution](#)

69.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[2022dyx's solution](#)

70.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings
[2022dyx's solution](#)

71.

2027D1

[The Endspeaker \(Easy Version\) · Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[2022dyx's solution](#)

72.

2024D

[Skipping · Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[2022dyx's solution](#)

73.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[2022dyx's solution](#)

74.

1249D2

[Too Many Segments \(hard version\) · Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[2022dyx's solution](#)

75.

1295D

[Same GCDs · Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[2022dyx's solution](#)

76.

148D

[Bag of mice · Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[2022dyx's solution](#)

77.

2032D

[Genokraken · Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[2022dyx's solution](#)

78.

543A

[Writing Code · Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2023-03-05 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[2022dyx's solution](#)

79.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[2022dyx's solution](#)

80.

2066B

[White Magic · Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[2022dyx's solution](#)

81.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[2022dyx's solution](#)

82.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[2022dyx's solution](#)

83.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, interactive, math

[2022dyx's solution](#)

84.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[2022dyx's solution](#)

85.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[2022dyx's solution](#)

86.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[2022dyx's solution](#)

87.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[2022dyx's solution](#)

88.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[2022dyx's solution](#)

89.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, probabilities

[2022dyx's solution](#)

90.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[2022dyx's solution](#)

91.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[2022dyx's solution](#)

92.

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

[2022dyx's solution](#)

93.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2024-12-03 · last AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures

[2022dyx's solution](#)

94.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[2022dyx's solution](#)

95.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[2022dyx's solution](#)

96.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[2022dyx's solution](#)

97.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[2022dyx's solution](#)

98.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[2022dyx's solution](#)

99.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[2022dyx's solution](#)

100.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[2022dyx's solution](#)

101.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[2022dyx's solution](#)

102.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[2022dyx's solution](#)

103.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[2022dyx's solution](#)

104.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[2022dyx's solution](#)

105.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[2022dyx's solution](#)

106.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2022dyx's solution](#)

107.

2151E

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

Rating: 2100 · first AC: 2025-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[2022dyx's solution](#)

108.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[2022dyx's solution](#)

109.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[2022dyx's solution](#)

110.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[2022dyx's solution](#)

111.

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[2022dyx's solution](#)

112.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[2022dyx's solution](#)

113.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[2022dyx's solution](#)

114.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[2022dyx's solution](#)

115.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[2022dyx's solution](#)

116.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[2022dyx's solution](#)

117.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[2022dyx's solution](#)

118.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[2022dyx's solution](#)

119.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[2022dyx's solution](#)

120.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2022dyx's solution](#)

121.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[2022dyx's solution](#)

122.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[2022dyx's solution](#)

123.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[2022dyx's solution](#)

124.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[2022dyx's solution](#)

125.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[2022dyx's solution](#)

126.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[2022dyx's solution](#)

127.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[2022dyx's solution](#)

128.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[2022dyx's solution](#)

129.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[2022dyx's solution](#)

130.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[2022dyx's solution](#)

131.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[2022dyx's solution](#)

132.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-04-04 · last AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[2022dyx's solution](#)

133.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[2022dyx's solution](#)

134.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[2022dyx's solution](#)

135.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[2022dyx's solution](#)

136.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2022dyx's solution](#)

137.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[2022dyx's solution](#)

138.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[2022dyx's solution](#)

139.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[2022dyx's solution](#)

140.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[2022dyx's solution](#)

141.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math
[2022dyx's solution](#)

142.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings
[2022dyx's solution](#)

143.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities
[2022dyx's solution](#)

144.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[2022dyx's solution](#)

145.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[2022dyx's solution](#)

146.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[2022dyx's solution](#)

147.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[2022dyx's solution](#)

148.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[2022dyx's solution](#)

149.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[2022dyx's solution](#)

150.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[2022dyx's solution](#)

151.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[2022dyx's solution](#)

152.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[2022dyx's solution](#)

153.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-12-20 · last AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[2022dyx's solution](#)

154.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[2022dyx's solution](#)

155.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[2022dyx's solution](#)

156.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[2022dyx's solution](#)

157.

1658F

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

Quality: 925 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[2022dyx's solution](#)

158.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[2022dyx's solution](#)

159.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[2022dyx's solution](#)

160.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures,

divide and conquer, dp, greedy

[2022dyx's solution](#)

161.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[2022dyx's solution](#)

162.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[2022dyx's solution](#)

163.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[2022dyx's solution](#)

164.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[2022dyx's solution](#)

165.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[2022dyx's solution](#)

166.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[2022dyx's solution](#)

167.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[2022dyx's solution](#)

168.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[2022dyx's solution](#)

169.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2026-04-02 · last AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[2022dyx's solution](#)

170.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2026-02-24 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[2022dyx's solution](#)

171.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[2022dyx's solution](#)

172.

1479D

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

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[2022dyx's solution](#)

173.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[2022dyx's solution](#)

174.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[2022dyx's solution](#)

175.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2026-04-20 · last AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[2022dyx's solution](#)

176.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[2022dyx's solution](#)

177.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, geometry

[2022dyx's solution](#)

178.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2026-04-09 · last AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[2022dyx's solution](#)

179.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[2022dyx's solution](#)

180.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-26 · last AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[2022dyx's solution](#)

181.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[2022dyx's solution](#)

182.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[2022dyx's solution](#)

183.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2026-02-23 · last AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[2022dyx's solution](#)

184.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[2022dyx's solution](#)

185.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, number theory

[2022dyx's solution](#)

186.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[2022dyx's solution](#)

187.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2026-04-17 · last AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: dp

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188.

1503E

[2-Coloring](#) · [Tutorial](#)

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189.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

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190.

896E

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Quality: 2,505 global accepts · Rating: 3100 · first AC: 2026-01-17 · last AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

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191.

1810G

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Quality: 1,247 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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192.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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193.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[2022dyx's solution](#)

194.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3300 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees

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195.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-04-02 · last AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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196.

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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197.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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198.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, math

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199.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, string suffix structures

[2022dyx's solution](#)

200.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation
[2022dyx's solution](#)

201.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings
[2022dyx's solution](#)

202.

1952G

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

Quality: 1,224 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, math
[2022dyx's solution](#)

203.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[2022dyx's solution](#)

204.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[2022dyx's solution](#)

205.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[2022dyx's solution](#)

206.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[2022dyx's solution](#)