

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

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# Unique solved — 809yhm

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

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

Filters: none

Count: 123

1.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[809yhm's solution](#)

2.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[809yhm's solution](#)

3.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[809yhm's solution](#)

4.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[809yhm's solution](#)

5.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[809yhm's solution](#)

6.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[809yhm's solution](#)

7.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[809yhm's solution](#)

8.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[809yhm's solution](#)

9.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[809yhm's solution](#)

10.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[809yhm's solution](#)

**11.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[809yhm's solution](#)

**12.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[809yhm's solution](#)

**13.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[809yhm's solution](#)

**14.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[809yhm's solution](#)

**15.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[809yhm's solution](#)

**16.**

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[809yhm's solution](#)

**17.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[809yhm's solution](#)

**18.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[809yhm's solution](#)

**19.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[809yhm's solution](#)

**20.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[809yhm's solution](#)

**21.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[809yhm's solution](#)

**22.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[809yhm's solution](#)

**23.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**24.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[809yhm's solution](#)

**25.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[809yhm's solution](#)

**26.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[809yhm's solution](#)

**27.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[809yhm's solution](#)

**28.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[809yhm's solution](#)

**29.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[809yhm's solution](#)

**30.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[809yhm's solution](#)

**31.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[809yhm's solution](#)

**32.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[809yhm's solution](#)

**33.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[809yhm's solution](#)

**34.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[809yhm's solution](#)

**35.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[809yhm's solution](#)

**36.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[809yhm's solution](#)

**37.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[809yhm's solution](#)

**38.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[809yhm's solution](#)

**39.**

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[809yhm's solution](#)

**40.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[809yhm's solution](#)

**41.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[809yhm's solution](#)

**42.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[809yhm's solution](#)

**43.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[809yhm's solution](#)

**44.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[809yhm's solution](#)

**45.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[809yhm's solution](#)

**46.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[809yhm's solution](#)

**47.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[809yhm's solution](#)

**48.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[809yhm's solution](#)

**49.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[809yhm's solution](#)

**50.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[809yhm's solution](#)

**51.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[809yhm's solution](#)

**52.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[809yhm's solution](#)

**53.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[809yhm's solution](#)

**54.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[809yhm's solution](#)

**55.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[809yhm's solution](#)

**56.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[809yhm's solution](#)

**57.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[809yhm's solution](#)

**58.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[809yhm's solution](#)

**59.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[809yhm's solution](#)

**60.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[809yhm's solution](#)

**61.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-06-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[809yhm's solution](#)

**62.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[809yhm's solution](#)

**63.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[809yhm's solution](#)

**64.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[809yhm's solution](#)

**65.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[809yhm's solution](#)

**66.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[809yhm's solution](#)

**67.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[809yhm's solution](#)

**68.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[809yhm's solution](#)

**69.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[809yhm's solution](#)

**70.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[809yhm's solution](#)

**71.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[809yhm's solution](#)

**72.**

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[809yhm's solution](#)

**73.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[809yhm's solution](#)

**74.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[809yhm's solution](#)

**75.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[809yhm's solution](#)

**76.**

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[809yhm's solution](#)

**77.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[809yhm's solution](#)

**78.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[809yhm's solution](#)

**79.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[809yhm's solution](#)

**80.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[809yhm's solution](#)

**81.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[809yhm's solution](#)

**82.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, two pointers

[809yhm's solution](#)

**83.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[809yhm's solution](#)

**84.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[809yhm's solution](#)

**85.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[809yhm's solution](#)

**86.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[809yhm's solution](#)

**87.**

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[809yhm's solution](#)

**88.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[809yhm's solution](#)

**89.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[809yhm's solution](#)

**90.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[809yhm's solution](#)

**91.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[809yhm's solution](#)

**92.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[809yhm's solution](#)

**93.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[809yhm's solution](#)

**94.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[809yhm's solution](#)

**95.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[809yhm's solution](#)

**96.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,164 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[809yhm's solution](#)

**97.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[809yhm's solution](#)

**98.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[809yhm's solution](#)

**99.**

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[809yhm's solution](#)

**100.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[809yhm's solution](#)

**101.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

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**102.**

1260D

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1205B

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**104.**

1243D

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**105.**

1175D

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**106.**

1157D

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**107.**

1281E

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**108.**

1387A

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**109.**

1333D

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**110.**

1299C

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**111.**

1284D

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**112.**

1271E

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**113.**

1271D

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**114.**

1334E

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**115.**

1403B

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**116.**

1342E

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**117.**

888G

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**118.**

1403A

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**119.**

1282E

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**120.**

1279F

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**121.**

102391K

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**122.**

102391E

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**123.**

102058I

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