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Unique solved — ABCaCaCa

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

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

Filters: none

Count: 101

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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3.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[ABCaCaCa 's solution](#)

4.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ABCaCaCa 's solution](#)

5.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ABCaCaCa 's solution](#)

6.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[ABCaCaCa 's solution](#)

7.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,195 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[ABCaCaCa 's solution](#)

8.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ABCaCaCa 's solution](#)

9.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ABCaCaCa 's solution](#)

10.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ABCaCaCa 's solution](#)

11.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[ABCaCaCa 's solution](#)

12.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,867 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ABCaCaCa 's solution](#)

13.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ABCaCaCa 's solution](#)

14.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ABCaCaCa 's solution](#)

15.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[ABCaCaCa 's solution](#)

16.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[ABCaCaCa 's solution](#)

17.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[ABCaCaCa 's solution](#)

18.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ABCaCaCa 's solution](#)

19.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[ABCaCaCa 's solution](#)

20.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ABCaCaCa 's solution](#)

21.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[ABCaCaCa 's solution](#)

22.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[ABCaCaCa 's solution](#)

23.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ABCaCaCa 's solution](#)

24.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ABCaCaCa 's solution](#)

25.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[ABCaCaCa 's solution](#)

26.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[ABCaCaCa 's solution](#)

27.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[ABCaCaCa 's solution](#)

28.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[ABCaCaCa 's solution](#)

29.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[ABCaCaCa 's solution](#)

30.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[ABCaCaCa 's solution](#)

31.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[ABCaCaCa 's solution](#)

32.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[ABCaCaCa 's solution](#)

33.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[ABCaCaCa 's solution](#)

34.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[ABCaCaCa 's solution](#)

35.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[ABCaCaCa 's solution](#)

36.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[ABCaCaCa 's solution](#)

37.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[ABCaCaCa 's solution](#)

38.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[ABCaCaCa 's solution](#)

39.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs
[ABCaCaCa 's solution](#)

40.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[ABCaCaCa 's solution](#)

41.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[ABCaCaCa 's solution](#)

42.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[ABCaCaCa 's solution](#)

43.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[ABCaCaCa 's solution](#)

44.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[ABCaCaCa 's solution](#)

45.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[ABCaCaCa 's solution](#)

46.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[ABCaCaCa 's solution](#)

47.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[ABCaCaCa 's solution](#)

48.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[ABCaCaCa 's solution](#)

49.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees
[ABCaCaCa 's solution](#)

50.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[ABCaCaCa 's solution](#)

51.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[ABCaCaCa 's solution](#)

52.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[ABCaCaCa 's solution](#)

53.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[ABCaCaCa 's solution](#)

54.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[ABCaCaCa 's solution](#)

55.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[ABCaCaCa 's solution](#)

56.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[ABCaCaCa 's solution](#)

57.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[ABCaCaCa 's solution](#)

58.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[ABCaCaCa 's solution](#)

59.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[ABCaCaCa 's solution](#)

60.

2150C

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

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[ABCaCaCa 's solution](#)

61.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[ABCaCaCa 's solution](#)

62.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[ABCaCaCa 's solution](#)

63.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[ABCaCaCa 's solution](#)

64.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[ABCaCaCa 's solution](#)

65.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[ABCaCaCa 's solution](#)

66.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[ABCaCaCa 's solution](#)

67.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[ABCaCaCa 's solution](#)

68.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ABCaCaCa 's solution](#)

69.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[ABCaCaCa 's solution](#)

70.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[ABCaCaCa 's solution](#)

71.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[ABCaCaCa 's solution](#)

72.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[ABCaCaCa 's solution](#)

73.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[ABCaCaCa 's solution](#)

74.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory
[ABCaCaCa 's solution](#)

75.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[ABCaCaCa 's solution](#)

76.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[ABCaCaCa 's solution](#)

77.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[ABCaCaCa 's solution](#)

78.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[ABCaCaCa 's solution](#)

79.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search
[ABCaCaCa 's solution](#)

80.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, probabilities, two pointers
[ABCaCaCa 's solution](#)

81.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[ABCaCaCa 's solution](#)

82.

1540C1

[Converging Array \(Easy Version\) · Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ABCaCaCa 's solution](#)

83.

1450E

[Capitalism · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ABCaCaCa 's solution](#)

84.

1394D

[Boboni and Jianghu · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, trees

[ABCaCaCa 's solution](#)

85.

1540C2

[Converging Array \(Hard Version\) · Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[ABCaCaCa 's solution](#)

86.

1705F

[Mark and the Online Exam · Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[ABCaCaCa 's solution](#)

87.

1252D

[Find String in a Grid · Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees

[ABCaCaCa 's solution](#)

88.

2046D

[For the Emperor! · Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[ABCaCaCa 's solution](#)

89.

2096F

[Wonderful Impostors · Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[ABCaCaCa 's solution](#)

90.

1307G

[Cow and Exercise · Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, shortest paths

[ABCaCaCa 's solution](#)

91.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math
[ABCaCaCa 's solution](#)

92.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[ABCaCaCa 's solution](#)

93.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[ABCaCaCa 's solution](#)

94.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

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99.

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100.

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