

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

<https://cfelitetracker.vercel.app>

# Unique solved — AC-Evil

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

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

Filters: none

Count: 199

1.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [implementation](#)

[AC-Evil's solution](#)

2.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: [greedy](#), [math](#)

[AC-Evil's solution](#)

3.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#)

[AC-Evil's solution](#)

4.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[AC-Evil's solution](#)

5.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: [greedy](#), [math](#)

[AC-Evil's solution](#)

6.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: [brute force](#), [math](#)

[AC-Evil's solution](#)

7.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [math](#)

[AC-Evil's solution](#)

8.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: [brute force](#), [data structures](#), [greedy](#), [sortings](#)

[AC-Evil's solution](#)

9.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)

[AC-Evil's solution](#)

10.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings

[AC-Evil's solution](#)

**11.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy

[AC-Evil's solution](#)

**12.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[AC-Evil's solution](#)

**13.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[AC-Evil's solution](#)

**14.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[AC-Evil's solution](#)

**15.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: math, number theory

[AC-Evil's solution](#)

**16.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: implementation, sortings, strings

[AC-Evil's solution](#)

**17.**

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[AC-Evil's solution](#)

**18.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, implementation

[AC-Evil's solution](#)

**19.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AC-Evil's solution](#)

**20.**

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[AC-Evil's solution](#)

**21.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[AC-Evil's solution](#)

**22.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,693 global accepts · Rating: 900 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: implementation, math

[AC-Evil's solution](#)

**23.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-09 · last AC: 2019-10-09 · GNU C++11 (first AC) · Tags: math, number theory

[AC-Evil's solution](#)

**24.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,543 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[AC-Evil's solution](#)

**25.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[AC-Evil's solution](#)

**26.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[AC-Evil's solution](#)

**27.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,135 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[AC-Evil's solution](#)

**28.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[AC-Evil's solution](#)

**29.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[AC-Evil's solution](#)

**30.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation

[AC-Evil's solution](#)

**31.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · last AC: 2019-10-28 · GNU C++11 (first AC) · Tags: —

[AC-Evil's solution](#)

**32.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[AC-Evil's solution](#)

**33.**

1230B

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

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[AC-Evil's solution](#)

**34.**

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[AC-Evil's solution](#)

**35.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[AC-Evil's solution](#)

**36.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[AC-Evil's solution](#)

**37.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[AC-Evil's solution](#)

**38.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AC-Evil's solution](#)

**39.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[AC-Evil's solution](#)

**40.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[AC-Evil's solution](#)

**41.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[AC-Evil's solution](#)

**42.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,225 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Evil's solution](#)

**43.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AC-Evil's solution](#)

**44.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[AC-Evil's solution](#)

**45.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[AC-Evil's solution](#)

**46.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dp, implementation, math

[AC-Evil's solution](#)

**47.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Evil's solution](#)

**48.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: binary search, math

[AC-Evil's solution](#)

**49.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[AC-Evil's solution](#)

**50.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[AC-Evil's solution](#)

**51.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[AC-Evil's solution](#)

**52.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[AC-Evil's solution](#)

**53.**

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation, two pointers

[AC-Evil's solution](#)

**54.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: games, greedy, strings

[AC-Evil's solution](#)

**55.**

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: math, number theory

[AC-Evil's solution](#)

**56.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[AC-Evil's solution](#)

**57.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[AC-Evil's solution](#)

**58.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[AC-Evil's solution](#)

**59.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[AC-Evil's solution](#)

**60.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[AC-Evil's solution](#)

**61.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: implementation, math

[AC-Evil's solution](#)

**62.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[AC-Evil's solution](#)

**63.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[AC-Evil's solution](#)

**64.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[AC-Evil's solution](#)

**65.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[AC-Evil's solution](#)

**66.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees  
[AC-Evil's solution](#)

**67.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[AC-Evil's solution](#)

**68.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[AC-Evil's solution](#)

**69.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: graphs, implementation  
[AC-Evil's solution](#)

**70.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[AC-Evil's solution](#)

**71.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees  
[AC-Evil's solution](#)

**72.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[AC-Evil's solution](#)

**73.**

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp  
[AC-Evil's solution](#)

**74.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[AC-Evil's solution](#)

**75.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Evil's solution](#)

**76.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[AC-Evil's solution](#)

**77.**

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: —

[AC-Evil's solution](#)

**78.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[AC-Evil's solution](#)

**79.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-08 · last AC: 2019-10-10 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[AC-Evil's solution](#)

**80.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: dp, greedy, math

[AC-Evil's solution](#)

**81.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AC-Evil's solution](#)

**82.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[AC-Evil's solution](#)

**83.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AC-Evil's solution](#)

**84.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AC-Evil's solution](#)

**85.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[AC-Evil's solution](#)

**86.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-11 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search  
[AC-Evil's solution](#)

**87.**

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings  
[AC-Evil's solution](#)

**88.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings  
[AC-Evil's solution](#)

**89.**

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation  
[AC-Evil's solution](#)

**90.**

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: binary search, greedy  
[AC-Evil's solution](#)

**91.**

1230D

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

Rating: 1700 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy  
[AC-Evil's solution](#)

**92.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: brute force, graphs  
[AC-Evil's solution](#)

**93.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: math, number theory  
[AC-Evil's solution](#)

**94.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
[AC-Evil's solution](#)

**95.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[AC-Evil's solution](#)

**96.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[AC-Evil's solution](#)

**97.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[AC-Evil's solution](#)

**98.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[AC-Evil's solution](#)

**99.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AC-Evil's solution](#)

**100.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[AC-Evil's solution](#)

**101.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[AC-Evil's solution](#)

**102.**

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: number theory

[AC-Evil's solution](#)

**103.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AC-Evil's solution](#)

**104.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: dp

[AC-Evil's solution](#)

**105.**

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[AC-Evil's solution](#)

**106.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[AC-Evil's solution](#)

**107.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[AC-Evil's solution](#)

**108.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[AC-Evil's solution](#)

**109.**

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[AC-Evil's solution](#)

**110.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AC-Evil's solution](#)

**111.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: data structures, greedy

[AC-Evil's solution](#)

**112.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[AC-Evil's solution](#)

**113.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AC-Evil's solution](#)

**114.**

1471D

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

Rating: 1900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[AC-Evil's solution](#)

**115.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[AC-Evil's solution](#)

**116.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[AC-Evil's solution](#)

**117.**

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-10-12 · GNU C++11 (first AC) · Tags: brute force

[AC-Evil's solution](#)

**118.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[AC-Evil's solution](#)

**119.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[AC-Evil's solution](#)

**120.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-10 · last AC: 2019-10-10 · GNU C++11 (first AC) · Tags: dp, two pointers

[AC-Evil's solution](#)

**121.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[AC-Evil's solution](#)

**122.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[AC-Evil's solution](#)

**123.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[AC-Evil's solution](#)

**124.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[AC-Evil's solution](#)

**125.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AC-Evil's solution](#)

**126.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[AC-Evil's solution](#)

**127.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[AC-Evil's solution](#)

**128.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[AC-Evil's solution](#)

**129.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[AC-Evil's solution](#)

**130.**

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AC-Evil's solution](#)

**131.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[AC-Evil's solution](#)

**132.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[AC-Evil's solution](#)

**133.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[AC-Evil's solution](#)

**134.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AC-Evil's solution](#)

**135.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[AC-Evil's solution](#)

**136.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AC-Evil's solution](#)

**137.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AC-Evil's solution](#)

**138.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-05 · last AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[AC-Evil's solution](#)

**139.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[AC-Evil's solution](#)

**140.**

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, dp

[AC-Evil's solution](#)

**141.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[AC-Evil's solution](#)

**142.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-10-10 · GNU C++11 (first AC) · Tags: bitmasks, dp

[AC-Evil's solution](#)

**143.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[AC-Evil's solution](#)

**144.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[AC-Evil's solution](#)

**145.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AC-Evil's solution](#)

**146.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-29 · GNU C++11 (first AC) · Tags: dp, trees

[AC-Evil's solution](#)

**147.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[AC-Evil's solution](#)

**148.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-09-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[AC-Evil's solution](#)

**149.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AC-Evil's solution](#)

**150.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings

[AC-Evil's solution](#)

**151.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AC-Evil's solution](#)

**152.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[AC-Evil's solution](#)

**153.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[AC-Evil's solution](#)

**154.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[AC-Evil's solution](#)

**155.**

1248F

[Catowice City](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[AC-Evil's solution](#)

**156.**

639D

[Bear and Contribution](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[AC-Evil's solution](#)

**157.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[AC-Evil's solution](#)

**158.**

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[AC-Evil's solution](#)

**159.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[AC-Evil's solution](#)

**160.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[AC-Evil's solution](#)

**161.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[AC-Evil's solution](#)

**162.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[AC-Evil's solution](#)

**163.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2019-10-17 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[AC-Evil's solution](#)

**164.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[AC-Evil's solution](#)

**165.**

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[AC-Evil's solution](#)

**166.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[AC-Evil's solution](#)

**167.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: bitmasks, interactive, number theory

[AC-Evil's solution](#)

**168.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-03-05 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[AC-Evil's solution](#)

**169.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, probabilities

[AC-Evil's solution](#)

**170.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[AC-Evil's solution](#)

**171.**

1241F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: data structures, dp

[AC-Evil's solution](#)

**172.**

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: dp, math

[AC-Evil's solution](#)

**173.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[AC-Evil's solution](#)

**174.**

1515G

[Phoenix and Odometers](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[AC-Evil's solution](#)

**175.**

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: greedy, interactive, math, probabilities

[AC-Evil's solution](#)

**176.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[AC-Evil's solution](#)

**177.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[AC-Evil's solution](#)

**178.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[AC-Evil's solution](#)

**179.**

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[AC-Evil's solution](#)

**180.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: math

[AC-Evil's solution](#)

**181.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[AC-Evil's solution](#)

**182.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[AC-Evil's solution](#)

**183.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AC-Evil's solution](#)

**184.**

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, geometry

[AC-Evil's solution](#)

**185.**

354D

[Transferring Pyramid](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: dp

[AC-Evil's solution](#)

**186.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[AC-Evil's solution](#)

**187.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-14 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[AC-Evil's solution](#)

**188.**

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: math, probabilities

[AC-Evil's solution](#)

**189.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[AC-Evil's solution](#)

**190.**

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[AC-Evil's solution](#)

**191.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[AC-Evil's solution](#)

**192.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[AC-Evil's solution](#)

**193.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-21 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, sortings

[AC-Evil's solution](#)

**194.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[AC-Evil's solution](#)

**195.**

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: data structures, greedy

[AC-Evil's solution](#)

**196.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: data structures, trees

[AC-Evil's solution](#)

**197.**

1190F

[Tokitsukaze and Powers](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3400 · first AC: 2019-11-06 · GNU C++11 (first AC) · Tags: number theory, probabilities

[AC-Evil's solution](#)

**198.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, sortings

[AC-Evil's solution](#)

**199.**

1477F

[Nezzar and Chocolate Bars](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2021-04-27 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, probabilities

[AC-Evil's solution](#)