

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

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# Unique solved — Ace2024

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

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

Filters: none

Count: 165

1.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [geometry](#), [number theory](#)

[Ace2024's solution](#)

2.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [flows](#), [graphs](#), [greedy](#), [implementation](#)

[Ace2024's solution](#)

3.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#), [strings](#)

[Ace2024's solution](#)

4.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[Ace2024's solution](#)

5.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)

[Ace2024's solution](#)

6.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [data structures](#), [implementation](#), [sortings](#)

[Ace2024's solution](#)

7.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#), [strings](#)

[Ace2024's solution](#)

8.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,950 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [sortings](#)

[Ace2024's solution](#)

9.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: [binary search](#), [greedy](#), [math](#), [sortings](#)

[Ace2024's solution](#)

**10.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Ace2024's solution](#)

**11.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ace2024's solution](#)

**12.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Ace2024's solution](#)

**13.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[Ace2024's solution](#)

**14.**

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Ace2024's solution](#)

**15.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Ace2024's solution](#)

**16.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,770 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[Ace2024's solution](#)

**17.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,211 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Ace2024's solution](#)

**18.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[Ace2024's solution](#)

**19.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Ace2024's solution](#)

**20.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ace2024's solution](#)

**21.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Ace2024's solution](#)

**22.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ace2024's solution](#)

**23.**

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[Ace2024's solution](#)

**24.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ace2024's solution](#)

**25.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Ace2024's solution](#)

**26.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ace2024's solution](#)

**27.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Ace2024's solution](#)

**28.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Ace2024's solution](#)

**29.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ace2024's solution](#)

**30.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Ace2024's solution](#)

**31.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ace2024's solution](#)

**32.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[Ace2024's solution](#)

**33.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[Ace2024's solution](#)

**34.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,778 global accepts · Rating: 900 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Ace2024's solution](#)

**35.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ace2024's solution](#)

**36.**

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ace2024's solution](#)

**37.**

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Ace2024's solution](#)

**38.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ace2024's solution](#)

**39.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Ace2024's solution](#)

**40.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Ace2024's solution](#)

**41.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Ace2024's solution](#)

**42.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Ace2024's solution](#)

**43.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings  
[Ace2024's solution](#)

**44.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[Ace2024's solution](#)

**45.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[Ace2024's solution](#)

**46.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[Ace2024's solution](#)

**47.**

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings  
[Ace2024's solution](#)

**48.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[Ace2024's solution](#)

**49.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory  
[Ace2024's solution](#)

**50.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[Ace2024's solution](#)

**51.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[Ace2024's solution](#)

**52.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[Ace2024's solution](#)

**53.**

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Ace2024's solution](#)

**54.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Ace2024's solution](#)

**55.**

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Ace2024's solution](#)

**56.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Ace2024's solution](#)

**57.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**58.**

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Ace2024's solution](#)

**59.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Ace2024's solution](#)

**60.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Ace2024's solution](#)

**61.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Ace2024's solution](#)

**62.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Ace2024's solution](#)

**63.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Ace2024's solution](#)

**64.**

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 1300 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Ace2024's solution](#)

**65.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Ace2024's solution](#)

**66.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ace2024's solution](#)

**67.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Ace2024's solution](#)

**68.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Ace2024's solution](#)

**69.**

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Ace2024's solution](#)

**70.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Ace2024's solution](#)

**71.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Ace2024's solution](#)

**72.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Ace2024's solution](#)

**73.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[Ace2024's solution](#)

**74.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[Ace2024's solution](#)

**75.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Ace2024's solution](#)

**76.**

1800E1

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

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Ace2024's solution](#)

**77.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Ace2024's solution](#)

**78.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ace2024's solution](#)

**79.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Ace2024's solution](#)

**80.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Ace2024's solution](#)

**81.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Ace2024's solution](#)

**82.**

1800E2

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

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Ace2024's solution](#)

**83.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Ace2024's solution](#)

**84.**

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Ace2024's solution](#)

**85.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Ace2024's solution](#)

**86.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Ace2024's solution](#)

**87.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Ace2024's solution](#)

**88.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Ace2024's solution](#)

**89.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Ace2024's solution](#)

**90.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[Ace2024's solution](#)

**91.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[Ace2024's solution](#)

**92.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Ace2024's solution](#)

**93.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Ace2024's solution](#)

- 94.**  
1781C  
[Equal Frequencies](#) · [Tutorial](#)  
Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings  
[Ace2024's solution](#)
- 95.**  
1778C  
[Flexible String](#) · [Tutorial](#)  
Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings  
[Ace2024's solution](#)
- 96.**  
1795D  
[Triangle Coloring](#) · [Tutorial](#)  
Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[Ace2024's solution](#)
- 97.**  
1806C  
[Sequence Master](#) · [Tutorial](#)  
Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[Ace2024's solution](#)
- 98.**  
1796C  
[Maximum Set](#) · [Tutorial](#)  
Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[Ace2024's solution](#)
- 99.**  
1801A  
[The Very Beautiful Blanket](#) · [Tutorial](#)  
Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[Ace2024's solution](#)
- 100.**  
1555D  
[Say No to Palindromes](#) · [Tutorial](#)  
Quality: 15,472 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[Ace2024's solution](#)
- 101.**  
75C  
[Modified GCD](#) · [Tutorial](#)  
Quality: 15,651 global accepts · Rating: 1600 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory  
[Ace2024's solution](#)
- 102.**  
979C  
[Kuro and Walking Route](#) · [Tutorial](#)  
Quality: 7,334 global accepts · Rating: 1600 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees  
[Ace2024's solution](#)
- 103.**  
28B  
[pSort](#) · [Tutorial](#)  
Quality: 5,520 global accepts · Rating: 1600 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[Ace2024's solution](#)
- 104.**  
1395C  
[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,211 global accepts · Rating: 1600 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[Ace2024's solution](#)

**105.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ace2024's solution](#)

**106.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ace2024's solution](#)

**107.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[Ace2024's solution](#)

**108.**

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Ace2024's solution](#)

**109.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Ace2024's solution](#)

**110.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Ace2024's solution](#)

**111.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Ace2024's solution](#)

**112.**

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ace2024's solution](#)

**113.**

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ace2024's solution](#)

**114.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ace2024's solution](#)

## 115.

1660F1

[Promising String \(easy version\) · Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Ace2024's solution](#)

## 116.

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ace2024's solution](#)

## 117.

1793D

[Moscow Gorillas · Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[Ace2024's solution](#)

## 118.

1801B

[Buying gifts · Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Ace2024's solution](#)

## 119.

863D

[Yet Another Array Queries Problem · Tutorial](#)

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Ace2024's solution](#)

## 120.

358D

[Dima and Hares · Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ace2024's solution](#)

## 121.

1554D

[Diane · Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ace2024's solution](#)

## 122.

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[Ace2024's solution](#)

## 123.

1734D

[Slime Escape · Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Ace2024's solution](#)

## 124.

67A

[Partial Teacher · Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, implementation  
[Ace2024's solution](#)

**125.**

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[Ace2024's solution](#)

**126.**

1395D

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

Rating: 1800 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[Ace2024's solution](#)

**127.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers  
[Ace2024's solution](#)

**128.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[Ace2024's solution](#)

**129.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[Ace2024's solution](#)

**130.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory  
[Ace2024's solution](#)

**131.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[Ace2024's solution](#)

**132.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[Ace2024's solution](#)

**133.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings  
[Ace2024's solution](#)

**134.**

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ace2024's solution](#)

**135.**

865B

[Ordering Pizza](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: 1900 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings, ternary search

[Ace2024's solution](#)

**136.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Ace2024's solution](#)

**137.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Ace2024's solution](#)

**138.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Ace2024's solution](#)

**139.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Ace2024's solution](#)

**140.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ace2024's solution](#)

**141.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[Ace2024's solution](#)

**142.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[Ace2024's solution](#)

**143.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Ace2024's solution](#)

**144.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Ace2024's solution](#)

**145.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Ace2024's solution](#)

**146.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Ace2024's solution](#)

**147.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Ace2024's solution](#)

**148.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Ace2024's solution](#)

**149.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Ace2024's solution](#)

**150.**

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2023-03-17 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Ace2024's solution](#)

**151.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Ace2024's solution](#)

**152.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Ace2024's solution](#)

**153.**

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Ace2024's solution](#)

**154.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Ace2024's solution](#)

**155.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Ace2024's solution](#)

**156.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Ace2024's solution](#)

**157.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Ace2024's solution](#)

**158.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Ace2024's solution](#)

**159.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Ace2024's solution](#)

**160.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Ace2024's solution](#)

**161.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[Ace2024's solution](#)

**162.**

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Ace2024's solution](#)

**163.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Ace2024's solution](#)

**164.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Ace2024's solution](#)

**165.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ace2024's solution](#)