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Unique solved — Arxyj

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

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

Filters: none

Count: 166

1.

2211A

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Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Arxyj's solution](#)

2.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,985 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

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3.

2193B

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

Quality: 30,116 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Arxyj's solution](#)

4.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,652 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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5.

2189A

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Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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6.

2074B

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Quality: 34,754 global accepts · Rating: 800 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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7.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,316 global accepts · Rating: 800 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

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8.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,701 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Arxyj's solution](#)

9.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,084 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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11.

2176A

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Quality: 29,071 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Arxyj's solution](#)

12.

2175A

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Quality: 18,734 global accepts · Rating: 800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Arxyj's solution](#)

13.

2173A

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14.

2158A

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Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Arxyj's solution](#)

15.

2170A

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16.

2171A

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17.

2166A

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Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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18.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

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[Arxyj's solution](#)

19.

2164A

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Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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20.

2161A

[Round Trip](#) · [Tutorial](#)

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21.

2167C

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Quality: 36,060 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Arxyj's solution](#)

22.

2167B

[Your Name](#) · [Tutorial](#)

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23.

2167A

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Quality: 58,460 global accepts · Rating: 800 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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24.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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25.

106137E

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Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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26.

106137B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Rating: 800 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

27.

2156A

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Quality: 26,872 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Arxyj's solution](#)

28.

2160A

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Quality: 22,457 global accepts · Rating: 800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arxyj's solution](#)

29.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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30.

2139B

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31.

2139A

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[Arxyj's solution](#)

32.

2136A

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[Arxyj's solution](#)

33.

2134A

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34.

2133B

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35.

2133A

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Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

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36.

2132A

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37.

2185C

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38.

2178B

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Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

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39.

2171B

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Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

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40.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,116 global accepts · Rating: 900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

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41.

2169A

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42.

106137A

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43.

2136B

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44.

2132B

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Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Arxyj's solution](#)

45.

2203B

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Quality: 14,290 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

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46.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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47.

2176B

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Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[Arxyj's solution](#)

48.

2164B

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49.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Arxyj's solution](#)

50.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,813 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arxyj's solution](#)

51.

106137F

[Gold Rush](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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52.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Arxyj's solution](#)

- 53.**
2162B
[Beautiful String](#) · [Tutorial](#)
Quality: 27,907 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Arxyj's solution](#)
- 54.**
2132C1
[The Cunning Seller \(easy version\)](#) · [Tutorial](#)
Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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- 55.**
2211B
[Mickey Mouse Constructive](#) · [Tutorial](#)
Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Arxyj's solution](#)
- 56.**
2193D
[Monster Game](#) · [Tutorial](#)
Quality: 21,573 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[Arxyj's solution](#)
- 57.**
2074C
[XOR and Triangle](#) · [Tutorial](#)
Quality: 21,972 global accepts · Rating: 1100 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities
[Arxyj's solution](#)
- 58.**
2185D
[OutOfMemoryError](#) · [Tutorial](#)
Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[Arxyj's solution](#)
- 59.**
2173B
[Niko's Tactical Cards](#) · [Tutorial](#)
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[Arxyj's solution](#)
- 60.**
2171C1
[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)
Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[Arxyj's solution](#)
- 61.**
2169B
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Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Arxyj's solution](#)
- 62.**
106137H
[Game on Ranges](#) · [Tutorial](#)
Rating: 1100 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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- 63.**
106137C
[The Lakes](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

64.

2160B

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[Arxyj's solution](#)

65.

2162C

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Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Arxyj's solution](#)

66.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Arxyj's solution](#)

67.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Arxyj's solution](#)

68.

2189B

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Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Arxyj's solution](#)

69.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Arxyj's solution](#)

70.

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Arxyj's solution](#)

71.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Arxyj's solution](#)

72.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,289 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Arxyj's solution](#)

73.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Arxyj's solution](#)

74.

1061370

[Fall Down](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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75.

106137D

[Apple Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

76.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Arxyj's solution](#)

77.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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78.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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79.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,109 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Arxyj's solution](#)

80.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Arxyj's solution](#)

81.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,202 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

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82.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Arxyj's solution](#)

83.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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84.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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85.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[Arxyj's solution](#)

86.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[Arxyj's solution](#)

87.

106137G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[Arxyj's solution](#)

88.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,158 global accepts · Rating: 1300 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[Arxyj's solution](#)

89.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers
[Arxyj's solution](#)

90.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[Arxyj's solution](#)

91.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[Arxyj's solution](#)

92.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy
[Arxyj's solution](#)

93.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[Arxyj's solution](#)

94.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[Arxyj's solution](#)

95.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[Arxyj's solution](#)

96.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Arxyj's solution](#)

97.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Arxyj's solution](#)

98.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[Arxyj's solution](#)

99.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Arxyj's solution](#)

100.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math
[Arxyj's solution](#)

101.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[Arxyj's solution](#)

102.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,545 global accepts · Rating: 1500 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[Arxyj's solution](#)

103.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[Arxyj's solution](#)

104.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[Arxyj's solution](#)

105.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Arxyj's solution](#)

106.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, interactive, probabilities
[Arxyj's solution](#)

107.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[Arxyj's solution](#)

108.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[Arxyj's solution](#)

109.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[Arxyj's solution](#)

110.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[Arxyj's solution](#)

111.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules
[Arxyj's solution](#)

112.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math
[Arxyj's solution](#)

113.

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory
[Arxyj's solution](#)

114.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[Arxyj's solution](#)

115.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Arxyj's solution](#)

116.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Arxyj's solution](#)

117.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Arxyj's solution](#)

118.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Arxyj's solution](#)

119.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Arxyj's solution](#)

120.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Arxyj's solution](#)

121.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Arxyj's solution](#)

122.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Arxyj's solution](#)

123.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Arxyj's solution](#)

124.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[Arxyj's solution](#)

125.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Arxyj's solution](#)

126.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Arxyj's solution](#)

127.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Arxyj's solution](#)

128.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[Arxyj's solution](#)

129.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Arxyj's solution](#)

130.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Arxyj's solution](#)

131.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Arxyj's solution](#)

132.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Arxyj's solution](#)

133.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Arxyj's solution](#)

134.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Arxyj's solution](#)

135.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Arxyj's solution](#)

136.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Arxyj's solution](#)

137.

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Arxyj's solution](#)

138.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Arxyj's solution](#)

139.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Arxyj's solution](#)

140.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[Arxyj's solution](#)

141.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Arxyj's solution](#)

142.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Arxyj's solution](#)

143.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-29 · last AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[Arxyj's solution](#)

144.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Arxyj's solution](#)

145.

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Arxyj's solution](#)

146.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Arxyj's solution](#)

147.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Arxyj's solution](#)

148.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Arxyj's solution](#)

149.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Arxyj's solution](#)

150.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Arxyj's solution](#)

151.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Arxyj's solution](#)

152.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Arxyj's solution](#)

153.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[Arxyj's solution](#)

154.

2196D

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

Quality: 994 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Arxyj's solution](#)

155.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Arxyj's solution](#)

156.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Arxyj's solution](#)

157.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Arxyj's solution](#)

158.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Arxyj's solution](#)

159.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Arxyj's solution](#)

160.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Arxyj's solution](#)

161.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

162.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

163.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Arxyj's solution](#)

164.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[Arxyj's solution](#)**165.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[Arxyj's solution](#)**166.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[Arxyj's solution](#)