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Unique solved — AshenWitch

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

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

Filters: none

Count: 158

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AshenWitch's solution](#)

2.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AshenWitch's solution](#)

3.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[AshenWitch's solution](#)

4.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[AshenWitch's solution](#)

5.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[AshenWitch's solution](#)

6.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AshenWitch's solution](#)

7.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[AshenWitch's solution](#)

8.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[AshenWitch's solution](#)

9.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[AshenWitch's solution](#)

10.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[AshenWitch's solution](#)

11.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[AshenWitch's solution](#)

12.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AshenWitch's solution](#)

13.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: strings
[AshenWitch's solution](#)

14.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AshenWitch's solution](#)

15.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[AshenWitch's solution](#)

16.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[AshenWitch's solution](#)

17.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[AshenWitch's solution](#)

18.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[AshenWitch's solution](#)

19.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AshenWitch's solution](#)

20.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AshenWitch's solution](#)

21.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[AshenWitch's solution](#)

22.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[AshenWitch's solution](#)

23.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,967 global accepts · Rating: 800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AshenWitch's solution](#)

24.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,991 global accepts · Rating: 800 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AshenWitch's solution](#)

25.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AshenWitch's solution](#)

26.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AshenWitch's solution](#)

27.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[AshenWitch's solution](#)

28.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,717 global accepts · Rating: 800 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[AshenWitch's solution](#)

29.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AshenWitch's solution](#)

30.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AshenWitch's solution](#)

- 31.**
1763A
[Absolute Maximization](#) · [Tutorial](#)
Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[AshenWitch's solution](#)
- 32.**
1764A
[Doremy's Paint](#) · [Tutorial](#)
Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AshenWitch's solution](#)
- 33.**
2062B
[Clockwork](#) · [Tutorial](#)
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AshenWitch's solution](#)
- 34.**
1875A
[Jellyfish and Undertale](#) · [Tutorial](#)
Quality: 46,997 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[AshenWitch's solution](#)
- 35.**
1848A
[Vika and Her Friends](#) · [Tutorial](#)
Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[AshenWitch's solution](#)
- 36.**
1818B
[Indivisible](#) · [Tutorial](#)
Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[AshenWitch's solution](#)
- 37.**
1823B
[Sort with Step](#) · [Tutorial](#)
Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[AshenWitch's solution](#)
- 38.**
1808A
[Lucky Numbers](#) · [Tutorial](#)
Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[AshenWitch's solution](#)
- 39.**
1775A2
[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)
Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[AshenWitch's solution](#)
- 40.**
1768B
[Quick Sort](#) · [Tutorial](#)
Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AshenWitch's solution](#)
- 41.**
1764B
[Doremy's Perfect Math Class](#) · [Tutorial](#)
Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[AshenWitch's solution](#)

- 42.**
1998B
[Minimize Equal Sum Subarrays · Tutorial](#)
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[AshenWitch's solution](#)
- 43.**
1849B
[Monsters · Tutorial](#)
Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[AshenWitch's solution](#)
- 44.**
1847B
[Hamon Odyssey · Tutorial](#)
Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers
[AshenWitch's solution](#)
- 45.**
1834B
[Maximum Strength · Tutorial](#)
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[AshenWitch's solution](#)
- 46.**
1809B
[Points on Plane · Tutorial](#)
Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
[AshenWitch's solution](#)
- 47.**
1802B
[Settlement of Guinea Pigs · Tutorial](#)
Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[AshenWitch's solution](#)
- 48.**
1796B
[Asterisk-Minor Template · Tutorial](#)
Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[AshenWitch's solution](#)
- 49.**
1770A
[Koxia and Whiteboards · Tutorial](#)
Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[AshenWitch's solution](#)
- 50.**
1770B
[Koxia and Permutation · Tutorial](#)
Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[AshenWitch's solution](#)
- 51.**
2211B
[Mickey Mouse Constructive · Tutorial](#)
Quality: 11,622 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[AshenWitch's solution](#)
- 52.**
1993B
[Parity and Sum · Tutorial](#)
Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AshenWitch's solution](#)

53.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AshenWitch's solution](#)

54.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[AshenWitch's solution](#)

55.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,491 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[AshenWitch's solution](#)

56.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[AshenWitch's solution](#)

57.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[AshenWitch's solution](#)

58.

1797B

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

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AshenWitch's solution](#)

59.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[AshenWitch's solution](#)

60.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AshenWitch's solution](#)

61.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,797 global accepts · Rating: 1100 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AshenWitch's solution](#)

62.

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

[AshenWitch's solution](#)

- 63.**
2062C
[Cirno and Operations](#) · [Tutorial](#)
Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[AshenWitch's solution](#)
- 64.**
1875B
[Jellyfish and Game](#) · [Tutorial](#)
Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[AshenWitch's solution](#)
- 65.**
1848B
[Vika and the Bridge](#) · [Tutorial](#)
Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[AshenWitch's solution](#)
- 66.**
1834C
[Game with Reversing](#) · [Tutorial](#)
Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings
[AshenWitch's solution](#)
- 67.**
1832C
[Contrast Value](#) · [Tutorial](#)
Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[AshenWitch's solution](#)
- 68.**
1808B
[Playing in a Casino](#) · [Tutorial](#)
Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[AshenWitch's solution](#)
- 69.**
1792B
[Stand-up Comedian](#) · [Tutorial](#)
Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AshenWitch's solution](#)
- 70.**
1763B
[Incinerate](#) · [Tutorial](#)
Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings
[AshenWitch's solution](#)
- 71.**
2211C1
[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)
Quality: 9,108 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[AshenWitch's solution](#)
- 72.**
2187A
[Restricted Sorting](#) · [Tutorial](#)
Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[AshenWitch's solution](#)
- 73.**
1890C
[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[AshenWitch's solution](#)

74.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[AshenWitch's solution](#)

75.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[AshenWitch's solution](#)

76.

1820C

[Constructive Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AshenWitch's solution](#)

77.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AshenWitch's solution](#)

78.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AshenWitch's solution](#)

79.

1775B

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

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AshenWitch's solution](#)

80.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[AshenWitch's solution](#)

81.

2190B1

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

Quality: 10,673 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[AshenWitch's solution](#)

82.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[AshenWitch's solution](#)

83.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[AshenWitch's solution](#)

84.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[AshenWitch's solution](#)

85.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[AshenWitch's solution](#)

86.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[AshenWitch's solution](#)

87.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AshenWitch's solution](#)

88.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[AshenWitch's solution](#)

89.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AshenWitch's solution](#)

90.

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[AshenWitch's solution](#)

91.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[AshenWitch's solution](#)

92.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AshenWitch's solution](#)

93.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[AshenWitch's solution](#)

94.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AshenWitch's solution](#)

95.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[AshenWitch's solution](#)

96.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[AshenWitch's solution](#)

97.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[AshenWitch's solution](#)

98.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[AshenWitch's solution](#)

99.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[AshenWitch's solution](#)

100.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AshenWitch's solution](#)

101.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[AshenWitch's solution](#)

102.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AshenWitch's solution](#)

103.

2211C2

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

Quality: 3,674 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[AshenWitch's solution](#)

104.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AshenWitch's solution](#)

105.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AshenWitch's solution](#)

106.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[AshenWitch's solution](#)

107.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[AshenWitch's solution](#)

108.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[AshenWitch's solution](#)

109.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AshenWitch's solution](#)

110.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[AshenWitch's solution](#)

111.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[AshenWitch's solution](#)

112.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[AshenWitch's solution](#)

113.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[AshenWitch's solution](#)

114.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[AshenWitch's solution](#)

115.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[AshenWitch's solution](#)

116.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[AshenWitch's solution](#)

117.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AshenWitch's solution](#)

118.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[AshenWitch's solution](#)

119.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[AshenWitch's solution](#)

120.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[AshenWitch's solution](#)

121.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[AshenWitch's solution](#)

122.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[AshenWitch's solution](#)

123.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[AshenWitch's solution](#)

124.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[AshenWitch's solution](#)

125.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[AshenWitch's solution](#)

126.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AshenWitch's solution](#)

127.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[AshenWitch's solution](#)

128.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[AshenWitch's solution](#)

129.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[AshenWitch's solution](#)

130.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AshenWitch's solution](#)

131.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AshenWitch's solution](#)

132.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[AshenWitch's solution](#)

133.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[AshenWitch's solution](#)

134.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AshenWitch's solution](#)

135.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,970 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[AshenWitch's solution](#)

136.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[AshenWitch's solution](#)

137.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[AshenWitch's solution](#)

138.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[AshenWitch's solution](#)

139.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[AshenWitch's solution](#)

140.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[AshenWitch's solution](#)

141.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[AshenWitch's solution](#)

142.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[AshenWitch's solution](#)

143.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[AshenWitch's solution](#)

144.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[AshenWitch's solution](#)

145.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[AshenWitch's solution](#)

146.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[AshenWitch's solution](#)

147.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[AshenWitch's solution](#)

148.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[AshenWitch's solution](#)

149.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[AshenWitch's solution](#)

150.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[AshenWitch's solution](#)

151.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[AshenWitch's solution](#)

152.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[AshenWitch's solution](#)

153.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[AshenWitch's solution](#)

154.

1990F

[Polygonal Segments](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[AshenWitch's solution](#)

155.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[AshenWitch's solution](#)

156.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[AshenWitch's solution](#)

157.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, number theory

[AshenWitch's solution](#)

158.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[AshenWitch's solution](#)