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Unique solved — Ayakine

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

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

Filters: none

Count: 112

1.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,347 global accepts · Rating: 800 · first AC: 2026-04-01 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Ayakine's solution](#)

2.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,786 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ayakine's solution](#)

3.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,235 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Ayakine's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,993 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ayakine's solution](#)

5.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ayakine's solution](#)

6.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,909 global accepts · Rating: 800 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Ayakine's solution](#)

7.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,165 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Ayakine's solution](#)

8.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-09-15 · PyPy 3-64 (first AC) · Tags: geometry

[Ayakine's solution](#)

9.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Ayakine's solution](#)

10.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: greedy, math

[Ayakine's solution](#)

11.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Ayakine's solution](#)

12.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,926 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Ayakine's solution](#)

13.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ayakine's solution](#)

14.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,355 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Ayakine's solution](#)

15.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Ayakine's solution](#)

16.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,103 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Ayakine's solution](#)

17.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Ayakine's solution](#)

18.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 900 · first AC: 2026-04-01 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Ayakine's solution](#)

19.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2026-04-01 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Ayakine's solution](#)

20.

2005A

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

Quality: 26,247 global accepts · Rating: 900 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ayakine's solution](#)

21.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Ayakine's solution](#)

22.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[Ayakine's solution](#)

23.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Ayakine's solution](#)

24.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,699 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[Ayakine's solution](#)

25.

2203B

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

Quality: 14,298 global accepts · Rating: 1000 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Ayakine's solution](#)

26.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,108 global accepts · Rating: 1000 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Ayakine's solution](#)

27.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: brute force, greedy

[Ayakine's solution](#)

28.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Ayakine's solution](#)

29.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Ayakine's solution](#)

30.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Ayakine's solution](#)

31.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Ayakine's solution](#)

32.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: games, greedy, sortings

[Ayakine's solution](#)

33.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ayakine's solution](#)

34.

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[Ayakine's solution](#)

35.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Ayakine's solution](#)

36.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2026-04-01 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

*special, dfs and similar, dp, graphs, trees

[Ayakine's solution](#)

37.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Ayakine's solution](#)

38.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,343 global accepts · Rating: 1200 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Ayakine's solution](#)

39.

2196A

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

Quality: 15,830 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Ayakine's solution](#)

40.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Ayakine's solution](#)

41.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Ayakine's solution](#)

42.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,409 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Ayakine's solution](#)

43.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Ayakine's solution](#)

44.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,154 global accepts · Rating: 1300 · first AC: 2026-04-01 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Ayakine's solution](#)

45.

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Ayakine's solution](#)

46.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,102 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Ayakine's solution](#)

47.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Ayakine's solution](#)

48.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Ayakine's solution](#)

49.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math

[Ayakine's solution](#)

50.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[Ayakine's solution](#)

51.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-12-25 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math
[Ayakine's solution](#)

52.

1927E

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

Quality: 17,056 global accepts · Rating: 1400 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: constructive algorithms, math, two pointers
[Ayakine's solution](#)

53.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Ayakine's solution](#)

54.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Ayakine's solution](#)

55.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,280 global accepts · Rating: 1500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees
[Ayakine's solution](#)

56.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1500 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: binary search, bitmasks, greedy, math
[Ayakine's solution](#)

57.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: greedy, math
[Ayakine's solution](#)

58.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[Ayakine's solution](#)

59.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[Ayakine's solution](#)

60.

2063C

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

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees
[Ayakine's solution](#)

61.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ayakine's solution](#)

62.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Ayakine's solution](#)

63.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Ayakine's solution](#)

64.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,095 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Ayakine's solution](#)

65.

2203D

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

Quality: 5,434 global accepts · Rating: 1700 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: brute force, games, greedy, number theory

[Ayakine's solution](#)

66.

2201B

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

Quality: 4,956 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Ayakine's solution](#)

67.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Ayakine's solution](#)

68.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, strings

[Ayakine's solution](#)

69.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Ayakine's solution](#)

70.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: binary search, data structures, dp, greedy

[Ayakine's solution](#)

71.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs,

hashing, shortest paths

[Ayakine's solution](#)

72.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Ayakine's solution](#)

73.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Ayakine's solution](#)

74.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Ayakine's solution](#)

75.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Ayakine's solution](#)

76.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Ayakine's solution](#)

77.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Ayakine's solution](#)

78.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Ayakine's solution](#)

79.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Ayakine's solution](#)

80.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · Python 3 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Ayakine's solution](#)

81.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Ayakine's solution](#)

82.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Ayakine's solution](#)

83.

2201C

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

Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Ayakine's solution](#)

84.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Ayakine's solution](#)

85.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Ayakine's solution](#)

86.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: brute force, games, math, number theory

[Ayakine's solution](#)

87.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Ayakine's solution](#)

88.

2005E1

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

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: dp, games, greedy, implementation

[Ayakine's solution](#)

89.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Ayakine's solution](#)

90.

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Ayakine's solution](#)

91.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-12-08 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Ayakine's solution](#)

92.

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

[Ayakine's solution](#)

93.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Ayakine's solution](#)

94.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[Ayakine's solution](#)

95.

2211F

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

Quality: 915 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Ayakine's solution](#)

96.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Ayakine's solution](#)

97.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Ayakine's solution](#)

98.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[Ayakine's solution](#)

99.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Ayakine's solution](#)

100.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[Ayakine's solution](#)

101.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Ayakine's solution](#)

102.

2225D

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

Quality: 6,621 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[Ayakine's solution](#)

103.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Ayakine's solution](#)

104.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,344 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Ayakine's solution](#)

105.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,694 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Ayakine's solution](#)

106.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Ayakine's solution](#)

107.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special

[Ayakine's solution](#)

108.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Ayakine's solution](#)

109.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Ayakine's solution](#)

110.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Ayakine's solution](#)

111.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[Ayakine's solution](#)

112.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ayakine's solution](#)