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Unique solved — CUCO

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

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

Filters: none

Count: 193

- 1.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[CUCO's solution](#)
- 2.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[CUCO's solution](#)
- 3.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[CUCO's solution](#)
- 4.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[CUCO's solution](#)
- 5.**
1930A
[Maximise The Score](#) · [Tutorial](#)
Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[CUCO's solution](#)
- 6.**
1898A
[Milica and String](#) · [Tutorial](#)
Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[CUCO's solution](#)
- 7.**
1553A
[Digits Sum](#) · [Tutorial](#)
Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[CUCO's solution](#)
- 8.**
1428A
[Box is Pull](#) · [Tutorial](#)
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)
- 9.**
1392B
[Omkar and Infinity Clock](#) · [Tutorial](#)
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[CUCO's solution](#)
- 10.**
1392A
[Omkar and Password](#) · [Tutorial](#)

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[CUCO's solution](#)

11.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[CUCO's solution](#)

12.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)

13.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[CUCO's solution](#)

14.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[CUCO's solution](#)

15.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[CUCO's solution](#)

16.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[CUCO's solution](#)

17.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)

18.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math
[CUCO's solution](#)

19.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[CUCO's solution](#)

20.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[CUCO's solution](#)

21.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[CUCO's solution](#)

22.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CUCO's solution](#)

23.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[CUCO's solution](#)

24.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CUCO's solution](#)

25.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[CUCO's solution](#)

26.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CUCO's solution](#)

27.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CUCO's solution](#)

28.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[CUCO's solution](#)

29.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[CUCO's solution](#)

30.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[CUCO's solution](#)

31.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[CUCO's solution](#)

- 32.**
1354A
[Alarm Clock](#) · [Tutorial](#)
Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)
- 33.**
1204B
[Mislove Has Lost an Array](#) · [Tutorial](#)
Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[CUCO's solution](#)
- 34.**
1187A
[Stickers and Toys](#) · [Tutorial](#)
Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)
- 35.**
1138A
[Sushi for Two](#) · [Tutorial](#)
Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[CUCO's solution](#)
- 36.**
1005B
[Delete from the Left](#) · [Tutorial](#)
Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[CUCO's solution](#)
- 37.**
2204C
[Spring](#) · [Tutorial](#)
Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[CUCO's solution](#)
- 38.**
1930B
[Permutation Printing](#) · [Tutorial](#)
Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[CUCO's solution](#)
- 39.**
1358B
[Maria Breaks the Self-isolation](#) · [Tutorial](#)
Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[CUCO's solution](#)
- 40.**
1230B
[Ania and Minimizing](#) · [Tutorial](#)
Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[CUCO's solution](#)
- 41.**
1221A
[2048 Game](#) · [Tutorial](#)
Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[CUCO's solution](#)
- 42.**
1204A
[BowWow and the Timetable](#) · [Tutorial](#)
Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)

- 43.**
1199B
[Water Lily](#) · [Tutorial](#)
Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[CUCO's solution](#)
- 44.**
1199A
[City Day](#) · [Tutorial](#)
Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[CUCO's solution](#)
- 45.**
1140A
[Detective Book](#) · [Tutorial](#)
Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[CUCO's solution](#)
- 46.**
1054B
[Appending Mex](#) · [Tutorial](#)
Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[CUCO's solution](#)
- 47.**
1020B
[Badge](#) · [Tutorial](#)
Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[CUCO's solution](#)
- 48.**
1020A
[New Building for SIS](#) · [Tutorial](#)
Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[CUCO's solution](#)
- 49.**
1997C
[Even Positions](#) · [Tutorial](#)
Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[CUCO's solution](#)
- 50.**
1997B
[Make Three Regions](#) · [Tutorial](#)
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[CUCO's solution](#)
- 51.**
1609B
[William the Vigilant](#) · [Tutorial](#)
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[CUCO's solution](#)
- 52.**
1428C
[ABBB](#) · [Tutorial](#)
Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[CUCO's solution](#)
- 53.**
1304B
[Longest Palindrome](#) · [Tutorial](#)
Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, strings

[CUCO's solution](#)

54.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[CUCO's solution](#)

55.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CUCO's solution](#)

56.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[CUCO's solution](#)

57.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[CUCO's solution](#)

58.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[CUCO's solution](#)

59.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[CUCO's solution](#)

60.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[CUCO's solution](#)

61.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[CUCO's solution](#)

62.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[CUCO's solution](#)

63.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[CUCO's solution](#)

64.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[CUCO's solution](#)

65.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[CUCO's solution](#)

66.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[CUCO's solution](#)

67.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CUCO's solution](#)

68.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[CUCO's solution](#)

69.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[CUCO's solution](#)

70.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[CUCO's solution](#)

71.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[CUCO's solution](#)

72.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[CUCO's solution](#)

73.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[CUCO's solution](#)

74.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings

[CUCO's solution](#)

75.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[CUCO's solution](#)

76.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[CUCO's solution](#)

77.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[CUCO's solution](#)

78.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[CUCO's solution](#)

79.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[CUCO's solution](#)

80.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[CUCO's solution](#)

81.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[CUCO's solution](#)

82.

1967A

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

Quality: 14,941 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[CUCO's solution](#)

83.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[CUCO's solution](#)

84.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[CUCO's solution](#)

85.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[CUCO's solution](#)

86.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[CUCO's solution](#)

87.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[CUCO's solution](#)

88.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[CUCO's solution](#)

89.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[CUCO's solution](#)

90.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[CUCO's solution](#)

91.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[CUCO's solution](#)

92.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[CUCO's solution](#)

93.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[CUCO's solution](#)

94.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[CUCO's solution](#)

- 95.**
1304C
[Air Conditioner](#) · [Tutorial](#)
Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[CUCO's solution](#)
- 96.**
1299A
[Anu Has a Function](#) · [Tutorial](#)
Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[CUCO's solution](#)
- 97.**
1269B
[Modulo Equality](#) · [Tutorial](#)
Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[CUCO's solution](#)
- 98.**
1207C
[Gas Pipeline](#) · [Tutorial](#)
Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[CUCO's solution](#)
- 99.**
1180C
[Valeriy and Deque](#) · [Tutorial](#)
Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[CUCO's solution](#)
- 100.**
1167D
[Bicolored RBS](#) · [Tutorial](#)
Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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- 101.**
1081C
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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[CUCO's solution](#)
- 102.**
1081B
[Farewell Party](#) · [Tutorial](#)
Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[CUCO's solution](#)
- 103.**
1054C
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1199C

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111.

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112.

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113.

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116.

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118.

1392D

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119.

1269C

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1230D

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123.

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125.

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126.

1020C

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127.

1990D

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128.

1572A

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129.

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130.

1280B

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131.

1221D

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132.

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133.

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134.

1898D

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135.

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1428D

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137.

1358D

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138.

1354D

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139.

1081E

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140.

1354C2

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141.

1304E

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142.

1479B2

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143.

1392E

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[CUCO's solution](#)

144.

1354E

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[CUCO's solution](#)

145.

1187E

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Quality: 11,284 global accepts · Rating: 2100 · first AC: 2019-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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146.

1997E

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147.

1358E

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148.

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149.

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150.

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152.

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153.

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