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Unique solved — Cody473

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

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

Filters: none

Count: 145

1.

2211A

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

Quality: 16,067 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Cody473's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,495 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Cody473's solution](#)

3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,539 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Cody473's solution](#)

4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,737 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Cody473's solution](#)

5.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,220 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Cody473's solution](#)

6.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,909 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Cody473's solution](#)

7.

2188A

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

Quality: 25,905 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Cody473's solution](#)

8.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Cody473's solution](#)

9.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,779 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Cody473's solution](#)

10.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Cody473's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Cody473's solution](#)

12.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-04-20 · last AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Cody473's solution](#)

13.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,280 global accepts · Rating: 800 · first AC: 2025-04-20 · last AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Cody473's solution](#)

14.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Cody473's solution](#)

15.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Cody473's solution](#)

16.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Cody473's solution](#)

17.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Cody473's solution](#)

18.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Cody473's solution](#)

19.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Cody473's solution](#)

20.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,059 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Cody473's solution](#)

21.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Cody473's solution](#)

22.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,978 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Cody473's solution](#)

23.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Cody473's solution](#)

24.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Cody473's solution](#)

25.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,260 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Cody473's solution](#)

26.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Cody473's solution](#)

27.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,453 global accepts · Rating: 800 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Cody473's solution](#)

28.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Cody473's solution](#)

29.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Cody473's solution](#)

30.

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Cody473's solution](#)

31.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Cody473's solution](#)

32.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Cody473's solution](#)

33.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[Cody473's solution](#)

34.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Cody473's solution](#)

35.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Cody473's solution](#)

36.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Cody473's solution](#)

37.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,376 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Cody473's solution](#)

38.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Cody473's solution](#)

39.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-04-20 · last AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Cody473's solution](#)

40.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Cody473's solution](#)

41.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Cody473's solution](#)

42.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Cody473's solution](#)

43.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Cody473's solution](#)

44.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,393 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Cody473's solution](#)

45.

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Cody473's solution](#)

46.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Cody473's solution](#)

47.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Cody473's solution](#)

48.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,903 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Cody473's solution](#)

49.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,505 global accepts · Rating: 1000 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Cody473's solution](#)

50.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Cody473's solution](#)

51.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,621 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Cody473's solution](#)

52.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Cody473's solution](#)

53.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Cody473's solution](#)

54.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Cody473's solution](#)

55.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Cody473's solution](#)

56.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Cody473's solution](#)

57.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Cody473's solution](#)

58.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Cody473's solution](#)

59.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Cody473's solution](#)

60.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Cody473's solution](#)

61.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Cody473's solution](#)

62.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Cody473's solution](#)

63.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Cody473's solution](#)

64.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Cody473's solution](#)

65.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Cody473's solution](#)

66.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[Cody473's solution](#)

67.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
[Cody473's solution](#)

68.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Cody473's solution](#)

69.

2135A

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

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Cody473's solution](#)

70.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Cody473's solution](#)

71.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Cody473's solution](#)

72.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Cody473's solution](#)

73.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[Cody473's solution](#)

74.

2211C1

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

Quality: 9,107 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Cody473's solution](#)

75.

2208C

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

Quality: 11,091 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Cody473's solution](#)

76.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Cody473's solution](#)

77.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Cody473's solution](#)

78.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Cody473's solution](#)

79.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Cody473's solution](#)

80.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[Cody473's solution](#)

81.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Cody473's solution](#)

82.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Cody473's solution](#)

83.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Cody473's solution](#)

84.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Cody473's solution](#)

85.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Cody473's solution](#)

86.

2173C

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

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Cody473's solution](#)

87.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Cody473's solution](#)

88.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Cody473's solution](#)

89.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Cody473's solution](#)

90.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Cody473's solution](#)

91.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Cody473's solution](#)

92.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Cody473's solution](#)

93.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Cody473's solution](#)

94.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Cody473's solution](#)

95.

1798D

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

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2025-04-26 · last AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Cody473's solution](#)

96.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Cody473's solution](#)

97.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Cody473's solution](#)

98.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Cody473's solution](#)

99.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Cody473's solution](#)

100.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Cody473's solution](#)

101.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Cody473's solution](#)

102.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Cody473's solution](#)

103.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math,

strings

[Cody473's solution](#)

104.

2211C2

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

Quality: 3,672 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Cody473's solution](#)

105.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Cody473's solution](#)

106.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Cody473's solution](#)

107.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Cody473's solution](#)

108.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Cody473's solution](#)

109.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Cody473's solution](#)

110.

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Cody473's solution](#)

111.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Cody473's solution](#)

112.

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

[Cody473's solution](#)

113.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Cody473's solution](#)

114.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[Cody473's solution](#)

115.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Cody473's solution](#)

116.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Cody473's solution](#)

117.

2074F

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

Quality: 2,477 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Cody473's solution](#)

118.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[Cody473's solution](#)

119.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Cody473's solution](#)

120.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,774 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Cody473's solution](#)

121.

2173E

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

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Cody473's solution](#)

122.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Cody473's solution](#)

123.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Cody473's solution](#)

124.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Cody473's solution](#)

125.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Cody473's solution](#)

126.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Cody473's solution](#)

127.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Cody473's solution](#)

128.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Cody473's solution](#)

129.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Cody473's solution](#)

130.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Cody473's solution](#)

131.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Cody473's solution](#)

132.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Cody473's solution](#)

133.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Cody473's solution](#)

134.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings

[Cody473's solution](#)

135.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, graph matchings, implementation

[Cody473's solution](#)

136.

2198B

[Fibonacciess](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · Kotlin 1.9 (first AC) · Tags: *special

[Cody473's solution](#)

137.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-22 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[Cody473's solution](#)

138.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[Cody473's solution](#)

139.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Cody473's solution](#)

140.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Cody473's solution](#)

141.

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-01 · Kotlin 1.7 (first AC) · Tags: *special

[Cody473's solution](#)

142.

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Cody473's solution](#)

143.

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.7 (first AC) · Tags: *special

[Cody473's solution](#)

144.

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings
[Cody473's solution](#)

145.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.7 (first AC) · Tags: *special, math
[Cody473's solution](#)