

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — Feet McYeet

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

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Filters: none

Count: 321

1.

2203A

[Towers of Boxes](#) · [Tutorial](#)

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2.

2202A

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Quality: 16,386 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

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3.

2192A

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

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

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4.

2128A

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Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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5.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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6.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

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7.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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8.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

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9.

2156A

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Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

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**10.**

2140A

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Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**11.**

2154A

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Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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**12.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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**13.**

2092A

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**14.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**15.**

1978B

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Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

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**16.**

1731A

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**17.**

282A

[Bit++](#) · [Tutorial](#)

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**18.**

617A

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**19.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**20.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,361 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**21.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**22.**

1856A

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Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**23.**

1855A

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Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**24.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,077 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**25.**

1850C

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**26.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

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**27.**

1850A

[To My Critics](#) · [Tutorial](#)

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**28.**

1847A

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**29.**

1844A

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Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

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**30.**

1846A

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**31.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Feet\\_McYeet's solution](#)

**32.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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[Feet\\_McYeet's solution](#)

**33.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**34.**

1831A

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**35.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**36.**

1833C

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**37.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

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**38.**

1820A

[Yura's New Name](#) · [Tutorial](#)

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**39.**

1816A

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Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

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**40.**

1814A

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**41.**

1804A

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**42.**

1795A

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Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**43.**

1792A

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**44.**

1790B

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**45.**

1790A

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**46.**

630A

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**47.**

4A

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Quality: 688,046 global accepts · Rating: 800 · first AC: 2022-05-24 · last AC: 2023-01-13 · PyPy 3 (first AC) · Tags: brute force, math

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**48.**

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

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**49.**

1740A

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Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-01-04 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

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**50.**

1779A

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**51.**

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**52.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math

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**53.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-12-26 · PyPy 3 (first AC) · Tags: implementation, strings

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**54.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

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**55.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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**56.**

1760C

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**57.**

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

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**58.**

1760A

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Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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**59.**

1749A

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**60.**

1743B

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**61.**

1743A

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**62.**

1742B

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[Feet\\_McYeet's solution](#)

**63.**

1742A

[Sum](#) · [Tutorial](#)

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**64.**

1729A

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**65.**

1730A

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[Feet\\_McYeet's solution](#)

**66.**

1734A

[Select Three Sticks](#) · [Tutorial](#)

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**67.**

1717A

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**68.**

1721A

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Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · PyPy 3 (first AC) · Tags: greedy, implementation

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**69.**

1715A

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**70.**

1719A

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[Feet\\_McYeet's solution](#)

**71.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[Feet\\_McYeet's solution](#)

**72.**

1712A

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

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**73.**

1674B

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Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-08-12 · PyPy 3 (first AC) · Tags: combinatorics, math

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**74.**

1674A

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Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-08-12 · PyPy 3 (first AC) · Tags: constructive algorithms, math

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**75.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

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**76.**

1716B

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**77.**

1716A

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**78.**

1669B

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**79.**

1669A

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**80.**

1704A

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Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

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**81.**

1709A

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Quality: 31,596 global accepts · Rating: 800 · first AC: 2022-07-21 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math

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**82.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**83.**

1702A

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**84.**

1650A

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**85.**

1658B

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**86.**

16A

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**87.**

710A

[King Moves](#) · [Tutorial](#)

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**88.**

1692C

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**89.**

1692B

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Quality: 39,441 global accepts · Rating: 800 · first AC: 2022-06-24 · PyPy 3 (first AC) · Tags: greedy, sortings

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**90.**

1692A

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Quality: 85,767 global accepts · Rating: 800 · first AC: 2022-06-24 · PyPy 3 (first AC) · Tags: implementation

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**91.**

1700A

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Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

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**92.**

1694A

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Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-18 · PyPy 3 (first AC) · Tags: greedy, implementation

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**93.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-14 · PyPy 3 (first AC) · Tags: brute force, greedy, math

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**94.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-23 · PyPy 3 (first AC) · Tags: constructive algorithms, games, math, strings

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**95.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · PyPy 3 (first AC) · Tags: implementation, math

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**96.**

1681A

[Game with Cards](#) · [Tutorial](#)

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**97.**

1391A

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**98.**

1234A

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**99.**

1399A

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Quality: 80,615 global accepts · Rating: 800 · first AC: 2022-05-19 · PyPy 3 (first AC) · Tags: greedy, sortings

[Feet\\_McYeet's solution](#)

**100.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2022-05-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Feet\\_McYeet's solution](#)

**101.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**102.**

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-05-03 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Feet\\_McYeet's solution](#)

**103.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[Feet\\_McYeet's solution](#)

**104.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: brute force, geometry, math

[Feet\\_McYeet's solution](#)

**105.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**106.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: greedy, implementation, math

[Feet\\_McYeet's solution](#)

**107.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Feet\\_McYeet's solution](#)

**108.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Feet\\_McYeet's solution](#)

**109.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Feet\\_McYeet's solution](#)

**110.**

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Feet\\_McYeet's solution](#)

**111.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Feet\\_McYeet's solution](#)

**112.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Feet\\_McYeet's solution](#)

**113.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Feet\\_McYeet's solution](#)

**114.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Feet\\_McYeet's solution](#)

**115.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,839 global accepts · Rating: 900 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[Feet\\_McYeet's solution](#)

**116.**

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

[Feet\\_McYeet's solution](#)

**117.**

1837B

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

Quality: 50,123 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Feet\\_McYeet's solution](#)

**118.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Feet\\_McYeet's solution](#)

**119.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[Feet\\_McYeet's solution](#)

**120.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Feet\\_McYeet's solution](#)

**121.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Feet\\_McYeet's solution](#)

**122.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Feet\\_McYeet's solution](#)

**123.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[Feet\\_McYeet's solution](#)

**124.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Feet\\_McYeet's solution](#)

**125.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-02 · PyPy 3 (first AC) · Tags: implementation, math  
[Feet\\_McYeet's solution](#)

**126.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · PyPy 3 (first AC) · Tags: data structures, dp, implementation  
[Feet\\_McYeet's solution](#)

**127.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2022-06-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math  
[Feet\\_McYeet's solution](#)

**128.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: math  
[Feet\\_McYeet's solution](#)

**129.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2022-05-04 · Python 3 (first AC) · Tags: strings  
[Feet\\_McYeet's solution](#)

**130.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2022-05-04 · Python 3 (first AC) · Tags: math, number theory

[Feet\\_McYeet's solution](#)

**131.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2022-05-04 · Python 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**132.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2022-05-02 · Python 3 (first AC) · Tags: greedy, implementation, math

[Feet\\_McYeet's solution](#)

**133.**

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: greedy, strings

[Feet\\_McYeet's solution](#)

**134.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Feet\\_McYeet's solution](#)

**135.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Feet\\_McYeet's solution](#)

**136.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Feet\\_McYeet's solution](#)

**137.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**138.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Feet\\_McYeet's solution](#)

**139.**

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Feet\\_McYeet's solution](#)

**140.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Feet\\_McYeet's solution](#)

**141.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**142.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**143.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**144.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-02-14 · PyPy 3 (first AC) · Tags: math, number theory

[Feet\\_McYeet's solution](#)

**145.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Feet\\_McYeet's solution](#)

**146.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Feet\\_McYeet's solution](#)

**147.**

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Feet\\_McYeet's solution](#)

**148.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · PyPy 3 (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**149.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Feet\\_McYeet's solution](#)

**150.**

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-08-12 · PyPy 3 (first AC) · Tags: combinatorics, implementation, strings

[Feet\\_McYeet's solution](#)

**151.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,060 global accepts · Rating: 1000 · first AC: 2022-06-29 · PyPy 3 (first AC) · Tags: implementation, two pointers

[Feet\\_McYeet's solution](#)

**152.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**153.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2022-05-16 · PyPy 3-64 (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**154.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2022-05-04 · Python 3 (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**155.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: brute force, math, sortings

[Feet\\_McYeet's solution](#)

**156.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Feet\\_McYeet's solution](#)

**157.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Feet\\_McYeet's solution](#)

**158.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Feet\\_McYeet's solution](#)

**159.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Feet\\_McYeet's solution](#)

**160.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Feet\\_McYeet's solution](#)

**161.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Feet\\_McYeet's solution](#)

**162.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[Feet\\_McYeet's solution](#)

**163.**

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[Feet\\_McYeet's solution](#)

**164.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation  
[Feet\\_McYeet's solution](#)

**165.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · PyPy 3 (first AC) · Tags: greedy, sortings  
[Feet\\_McYeet's solution](#)

**166.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: 1100 · first AC: 2022-08-07 · PyPy 3 (first AC) · Tags: implementation  
[Feet\\_McYeet's solution](#)

**167.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-24 · PyPy 3 (first AC) · Tags: brute force, implementation  
[Feet\\_McYeet's solution](#)

**168.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-22 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, math  
[Feet\\_McYeet's solution](#)

**169.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2022-05-26 · PyPy 3 (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[Feet\\_McYeet's solution](#)

**170.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: math, number theory  
[Feet\\_McYeet's solution](#)

**171.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,662 global accepts · Rating: 1100 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: math  
[Feet\\_McYeet's solution](#)

**172.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: combinatorics, math  
[Feet\\_McYeet's solution](#)

**173.**

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2022-05-16 · PyPy 3-64 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**174.**

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2022-05-05 · Python 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**175.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-05-03 · Python 3 (first AC) · Tags: data structures, math, sortings

[Feet\\_McYeet's solution](#)

**176.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: dp, games

[Feet\\_McYeet's solution](#)

**177.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Feet\\_McYeet's solution](#)

**178.**

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Feet\\_McYeet's solution](#)

**179.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Feet\\_McYeet's solution](#)

**180.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Feet\\_McYeet's solution](#)

**181.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Feet\\_McYeet's solution](#)

**182.**

1848B

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

Quality: 24,417 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

[Feet\\_McYeet's solution](#)

**183.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Feet\\_McYeet's solution](#)

**184.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Feet\\_McYeet's solution](#)

**185.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Feet\\_McYeet's solution](#)

**186.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2023-01-22 · last AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Feet\\_McYeet's solution](#)

**187.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**188.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**189.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2022-05-16 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation

[Feet\\_McYeet's solution](#)

**190.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2022-05-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Feet\\_McYeet's solution](#)

**191.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Feet\\_McYeet's solution](#)

**192.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**193.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2022-05-01 · Python 3 (first AC) · Tags: greedy, implementation

[Feet\\_McYeet's solution](#)

**194.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Feet\\_McYeet's solution](#)

**195.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Feet\\_McYeet's solution](#)

**196.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**197.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Feet\\_McYeet's solution](#)

**198.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Feet\\_McYeet's solution](#)

**199.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Feet\\_McYeet's solution](#)

**200.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Feet\\_McYeet's solution](#)

**201.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Feet\\_McYeet's solution](#)

**202.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Feet\\_McYeet's solution](#)

**203.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,898 global accepts · Rating: 1300 · first AC: 2022-08-07 · PyPy 3 (first AC) · Tags: brute force

[Feet\\_McYeet's solution](#)

**204.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,154 global accepts · Rating: 1300 · first AC: 2022-06-29 · PyPy 3 (first AC) · Tags: brute force, math

[Feet\\_McYeet's solution](#)

**205.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[Feet\\_McYeet's solution](#)

**206.**

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Feet\\_McYeet's solution](#)

**207.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Feet\\_McYeet's solution](#)

**208.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,557 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Feet\\_McYeet's solution](#)

**209.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Feet\\_McYeet's solution](#)

**210.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Feet\\_McYeet's solution](#)

**211.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Feet\\_McYeet's solution](#)

**212.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Feet\\_McYeet's solution](#)

**213.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[Feet\\_McYeet's solution](#)

**214.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Feet\\_McYeet's solution](#)

**215.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Feet\\_McYeet's solution](#)

**216.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2022-05-25 · PyPy 3 (first AC) · Tags: implementation, math

[Feet\\_McYeet's solution](#)

**217.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[Feet\\_McYeet's solution](#)

**218.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[Feet\\_McYeet's solution](#)

**219.**

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Feet\\_McYeet's solution](#)

**220.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Feet\\_McYeet's solution](#)

**221.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Feet\\_McYeet's solution](#)

**222.**

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[Feet\\_McYeet's solution](#)

**223.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Feet\\_McYeet's solution](#)

**224.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Feet\\_McYeet's solution](#)

**225.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Feet\\_McYeet's solution](#)

**226.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-10-07 · last AC: 2022-10-07 · PyPy 3 (first AC) · Tags: dp, games, greedy, math  
[Feet\\_McYeet's solution](#)

**227.**

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2022-06-23 · PyPy 3 (first AC) · Tags: combinatorics, greedy  
[Feet\\_McYeet's solution](#)

**228.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[Feet\\_McYeet's solution](#)

**229.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[Feet\\_McYeet's solution](#)

**230.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp  
[Feet\\_McYeet's solution](#)

**231.**

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[Feet\\_McYeet's solution](#)

**232.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[Feet\\_McYeet's solution](#)

**233.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2023-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[Feet\\_McYeet's solution](#)

**234.**

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[Feet\\_McYeet's solution](#)

**235.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2022-07-17 · last AC: 2022-07-17 · PyPy 3 (first AC) · Tags: math, number theory

[Feet\\_McYeet's solution](#)

**236.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[Feet\\_McYeet's solution](#)

**237.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[Feet\\_McYeet's solution](#)

**238.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Feet\\_McYeet's solution](#)

**239.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Feet\\_McYeet's solution](#)

**240.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Feet\\_McYeet's solution](#)

**241.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, interactive

[Feet\\_McYeet's solution](#)

**242.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Feet\\_McYeet's solution](#)

**243.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Feet\\_McYeet's solution](#)

**244.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Feet\\_McYeet's solution](#)

**245.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Feet\\_McYeet's solution](#)

**246.**

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2022-08-27 · PyPy 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**247.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[Feet\\_McYeet's solution](#)

**248.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Feet\\_McYeet's solution](#)

**249.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Feet\\_McYeet's solution](#)

**250.**

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Feet\\_McYeet's solution](#)

**251.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[Feet\\_McYeet's solution](#)

**252.**

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Feet\\_McYeet's solution](#)

**253.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Feet\\_McYeet's solution](#)

**254.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Feet\\_McYeet's solution](#)

**255.**

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Feet\\_McYeet's solution](#)

**256.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[Feet\\_McYeet's solution](#)

**257.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[Feet\\_McYeet's solution](#)

**258.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2023-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Feet\\_McYeet's solution](#)

**259.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Feet\\_McYeet's solution](#)

**260.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Feet\\_McYeet's solution](#)

**261.**

2156D

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

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Feet\\_McYeet's solution](#)

**262.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Feet\\_McYeet's solution](#)

**263.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Feet\\_McYeet's solution](#)

**264.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Feet\\_McYeet's solution](#)

**265.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2022-05-24 · PyPy 3 (first AC) · Tags: math

[Feet\\_McYeet's solution](#)

**266.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Feet\\_McYeet's solution](#)

**267.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Feet\\_McYeet's solution](#)

**268.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Feet\\_McYeet's solution](#)

**269.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Feet\\_McYeet's solution](#)

**270.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[Feet\\_McYeet's solution](#)

**271.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Feet\\_McYeet's solution](#)

**272.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Feet\\_McYeet's solution](#)

**273.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Feet\\_McYeet's solution](#)

**274.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Feet\\_McYeet's solution](#)

**275.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Feet\\_McYeet's solution](#)

**276.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Feet\\_McYeet's solution](#)

**277.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[Feet\\_McYeet's solution](#)

**278.**

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Feet\\_McYeet's solution](#)

**279.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees

[Feet\\_McYeet's solution](#)

**280.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Feet\\_McYeet's solution](#)

**281.**

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Feet\\_McYeet's solution](#)

**282.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Feet\\_McYeet's solution](#)

**283.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Feet\\_McYeet's solution](#)

**284.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Feet\\_McYeet's solution](#)

**285.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Feet\\_McYeet's solution](#)

**286.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Feet\\_McYeet's solution](#)

**287.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Feet\\_McYeet's solution](#)

**288.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[Feet\\_McYeet's solution](#)

**289.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Feet\\_McYeet's solution](#)

**290.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Feet\\_McYeet's solution](#)

**291.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Feet\\_McYeet's solution](#)

**292.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Feet\\_McYeet's solution](#)

**293.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Feet\\_McYeet's solution](#)

**294.**

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, games, graphs, greedy

[Feet\\_McYeet's solution](#)

**295.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Feet\\_McYeet's solution](#)

**296.**

1480E

[Continuous City](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Feet\\_McYeet's solution](#)

**297.**

1859E

[Maximum Monogonosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Feet\\_McYeet's solution](#)

**298.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Feet\\_McYeet's solution](#)

**299.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Feet\\_McYeet's solution](#)

**300.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs

[Feet\\_McYeet's solution](#)

**301.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Feet\\_McYeet's solution](#)

**302.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Feet\\_McYeet's solution](#)

**303.**

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Feet\\_McYeet's solution](#)

**304.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Feet\\_McYeet's solution](#)

**305.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Feet\\_McYeet's solution](#)

**306.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Feet\\_McYeet's solution](#)

**307.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Feet\\_McYeet's solution](#)

**308.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Feet\\_McYeet's solution](#)

**309.**

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Feet\\_McYeet's solution](#)

**310.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Feet\\_McYeet's solution](#)

**311.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Feet\\_McYeet's solution](#)

**312.**

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Feet\\_McYeet's solution](#)

**313.**

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Feet\\_McYeet's solution](#)

**314.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: \*special, strings

[Feet\\_McYeet's solution](#)

**315.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-02 · PHP (first AC) · Tags: \*special, graph matchings, implementation

[Feet\\_McYeet's solution](#)

**316.**

1193B

[Magic Tree](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures, dp, trees

[Feet\\_McYeet's solution](#)

**317.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[Feet\\_McYeet's solution](#)

### 318.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees

[Feet\\_McYeet's solution](#)

### 319.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Feet\\_McYeet's solution](#)

### 320.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Feet\\_McYeet's solution](#)

### 321.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-03 · PHP (first AC) · Tags: \*special, expression parsing, strings

[Feet\\_McYeet's solution](#)