

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

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# Unique solved — Fizonel

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

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

Filters: none

Count: 328

- 1.**  
2171A  
[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)  
Quality: 37,255 global accepts · Rating: 800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[Fizonel's solution](#)
- 2.**  
2179B  
[Blackslex and Showering](#) · [Tutorial](#)  
Quality: 28,345 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[Fizonel's solution](#)
- 3.**  
2179A  
[Blackslex and Password](#) · [Tutorial](#)  
Quality: 34,432 global accepts · Rating: 800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings  
[Fizonel's solution](#)
- 4.**  
2178A  
[Yes or Yes](#) · [Tutorial](#)  
Quality: 25,744 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Fizonel's solution](#)
- 5.**  
2217A  
[The Equalizer](#) · [Tutorial](#)  
Quality: 21,835 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Fizonel's solution](#)
- 6.**  
2218C  
[The 67th Permutation Problem](#) · [Tutorial](#)  
Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[Fizonel's solution](#)
- 7.**  
2218B  
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)  
Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Fizonel's solution](#)
- 8.**  
2218A  
[The 67th Integer Problem](#) · [Tutorial](#)  
Quality: 34,980 global accepts · Rating: 800 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math  
[Fizonel's solution](#)
- 9.**  
2173A  
[Sleeping Through Classes](#) · [Tutorial](#)  
Quality: 23,787 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Fizonel's solution](#)

**10.**

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Fizonel's solution](#)

**11.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,735 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Fizonel's solution](#)

**12.**

2211A

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

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Fizonel's solution](#)

**13.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Fizonel's solution](#)

**14.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**15.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Fizonel's solution](#)

**16.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fizonel's solution](#)

**17.**

2176A

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

Quality: 29,082 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Fizonel's solution](#)

**18.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**19.**

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Fizonel's solution](#)

**20.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fizonel's solution](#)

**21.**

2207A

[1-1 · Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Fizonel's solution](#)

**22.**

2200B

[Deletion Sort · Tutorial](#)

Quality: 25,493 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[Fizonel's solution](#)

**23.**

2200A

[Eating Game · Tutorial](#)

Quality: 28,154 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**24.**

2205B

[Simons and Cakes for Success · Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Fizonel's solution](#)

**25.**

2205A

[Simons and Making It Beautiful · Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Fizonel's solution](#)

**26.**

2203A

[Towers of Boxes · Tutorial](#)

Quality: 18,007 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**27.**

2202A

[Parkour Design · Tutorial](#)

Quality: 16,383 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**28.**

2192A

[String Rotation Game · Tutorial](#)

Quality: 17,922 global accepts · Rating: 800 · first AC: 2026-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Fizonel's solution](#)

**29.**

2195A

[Sieve of Erato67henes · Tutorial](#)

Quality: 35,471 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Fizonel's solution](#)

**30.**

2141A

[Furniture Store · Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2026-02-12 · Kotlin 1.9 (first AC) · Tags: \*special, implementation

[Fizonel's solution](#)

**31.**

2197A

[Friendly Numbers · Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[Fizonel's solution](#)

**32.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,845 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Fizonel's solution](#)

**33.**

2188A

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

Quality: 25,917 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fizonel's solution](#)

**34.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Fizonel's solution](#)

**35.**

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,124 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**36.**

2193A

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

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Fizonel's solution](#)

**37.**

2189A

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

Quality: 24,372 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Fizonel's solution](#)

**38.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**39.**

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fizonel's solution](#)

**40.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fizonel's solution](#)

**41.**

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**42.**

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Fizonel's solution](#)

**43.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 900 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**44.**

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 900 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**45.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Fizonel's solution](#)

**46.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fizonel's solution](#)

**47.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,406 global accepts · Rating: 900 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**48.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Fizonel's solution](#)

**49.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Fizonel's solution](#)

**50.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Fizonel's solution](#)

**51.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Fizonel's solution](#)

**52.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Fizonel's solution](#)

**53.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Fizonel's solution](#)

**54.**

2203B

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

Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Fizonel's solution](#)

**55.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Fizonel's solution](#)

**56.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Fizonel's solution](#)

**57.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math

[Fizonel's solution](#)

**58.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**59.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,730 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Fizonel's solution](#)

**60.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Fizonel's solution](#)

**61.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,244 global accepts · Rating: 1100 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Fizonel's solution](#)

**62.**

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Fizonel's solution](#)

**63.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fizonel's solution](#)

**64.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Fizonel's solution](#)

**65.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fizonel's solution](#)

**66.**

2197B

[Array and Permutation](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[Fizonel's solution](#)

**67.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Fizonel's solution](#)

**68.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Fizonel's solution](#)

**69.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Fizonel's solution](#)

**70.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,114 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**71.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fizonel's solution](#)

**72.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Fizonel's solution](#)

**73.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[Fizonel's solution](#)

**74.**

2218E

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

Quality: 14,119 global accepts · Rating: 1200 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[Fizonel's solution](#)

**75.**

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Fizonel's solution](#)

**76.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Fizonel's solution](#)

**77.**

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Fizonel's solution](#)

**78.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2026-02-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[Fizonel's solution](#)

**79.**

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Fizonel's solution](#)

**80.**

2189B

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

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Fizonel's solution](#)

**81.**

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Fizonel's solution](#)

**82.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Fizonel's solution](#)

**83.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Fizonel's solution](#)

**84.**

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 1300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**85.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Fizonel's solution](#)

**86.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,227 global accepts · Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fizonel's solution](#)

**87.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fizonel's solution](#)

**88.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Fizonel's solution](#)

**89.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fizonel's solution](#)

**90.**

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Fizonel's solution](#)

**91.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Fizonel's solution](#)

**92.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fizonel's solution](#)

**93.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fizonel's solution](#)

- 94.**  
2192C  
[All-in-one Gun](#) · [Tutorial](#)  
Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[Fizonel's solution](#)
- 95.**  
2195D  
[Absolute Cinema](#) · [Tutorial](#)  
Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[Fizonel's solution](#)
- 96.**  
2194C  
[Secret message](#) · [Tutorial](#)  
Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[Fizonel's solution](#)
- 97.**  
2188C  
[Restricted Sorting](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Fizonel's solution](#)
- 98.**  
2181A  
[Alphabet City](#) · [Tutorial](#)  
Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings  
[Fizonel's solution](#)
- 99.**  
2193E  
[Product Queries](#) · [Tutorial](#)  
Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths  
[Fizonel's solution](#)
- 100.**  
2189C1  
[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)  
Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math  
[Fizonel's solution](#)
- 101.**  
2171D  
[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)  
Quality: 11,584 global accepts · Rating: 1400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees  
[Fizonel's solution](#)
- 102.**  
2171C2  
[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)  
Quality: 11,847 global accepts · Rating: 1400 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy  
[Fizonel's solution](#)
- 103.**  
2209C  
[Find the Zero](#) · [Tutorial](#)  
Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive  
[Fizonel's solution](#)

**104.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Fizonel's solution](#)

**105.**

2191D1

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

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

[Fizonel's solution](#)

**106.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Fizonel's solution](#)

**107.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Fizonel's solution](#)

**108.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Fizonel's solution](#)

**109.**

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fizonel's solution](#)

**110.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Fizonel's solution](#)

**111.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Fizonel's solution](#)

**112.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Fizonel's solution](#)

**113.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,125 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Fizonel's solution](#)

**114.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Fizonel's solution](#)

**115.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, greedy, implementation

[Fizonel's solution](#)

**116.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Fizonel's solution](#)

**117.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Fizonel's solution](#)

**118.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[Fizonel's solution](#)

**119.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Fizonel's solution](#)

**120.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Fizonel's solution](#)

**121.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Fizonel's solution](#)

**122.**

2183D1

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

Quality: 8,857 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

[Fizonel's solution](#)

**123.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Fizonel's solution](#)

**124.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Fizonel's solution](#)

**125.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Fizonel's solution](#)

**126.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Fizonel's solution](#)

**127.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Fizonel's solution](#)

**128.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fizonel's solution](#)

**129.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Fizonel's solution](#)

**130.**

1352G

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

Quality: 24,808 global accepts · Rating: 1600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fizonel's solution](#)

**131.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,060 global accepts · Rating: 1600 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Fizonel's solution](#)

**132.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, trees

[Fizonel's solution](#)

**133.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,516 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[Fizonel's solution](#)

**134.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[Fizonel's solution](#)

**135.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Fizonel's solution](#)

**136.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fizonel's solution](#)

**137.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Fizonel's solution](#)

**138.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Fizonel's solution](#)

**139.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[Fizonel's solution](#)

**140.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Fizonel's solution](#)

**141.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Fizonel's solution](#)

**142.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Fizonel's solution](#)

**143.**

977F

[Consecutive Subsequence](#) · [Tutorial](#)

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fizonel's solution](#)

**144.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Fizonel's solution](#)

**145.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fizonel's solution](#)

**146.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Fizonel's solution](#)

**147.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Fizonel's solution](#)

**148.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Fizonel's solution](#)

**149.**

2179E

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

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Fizonel's solution](#)

**150.**

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Fizonel's solution](#)

**151.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Fizonel's solution](#)

**152.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fizonel's solution](#)

**153.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Fizonel's solution](#)

**154.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Fizonel's solution](#)

**155.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Fizonel's solution](#)

**156.**

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Fizonel's solution](#)

**157.**

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Fizonel's solution](#)

**158.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[Fizonel's solution](#)

**159.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Fizonel's solution](#)

**160.**

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Fizonel's solution](#)

**161.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Fizonel's solution](#)

**162.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Fizonel's solution](#)

**163.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Fizonel's solution](#)

**164.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Fizonel's solution](#)

**165.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fizonel's solution](#)

**166.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Fizonel's solution](#)

**167.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Fizonel's solution](#)

**168.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Fizonel's solution](#)

**169.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, greedy

[Fizonel's solution](#)

**170.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, implementation, math

[Fizonel's solution](#)

**171.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fizonel's solution](#)

**172.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Fizonel's solution](#)

**173.**

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Fizonel's solution](#)

**174.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[Fizonel's solution](#)

**175.**

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Fizonel's solution](#)

**176.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[Fizonel's solution](#)

**177.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Fizonel's solution](#)

**178.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,047 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, math, number theory

[Fizonel's solution](#)

**179.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings

[Fizonel's solution](#)

**180.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Fizonel's solution](#)

**181.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Fizonel's solution](#)

**182.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, math

[Fizonel's solution](#)

**183.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,190 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, sortings, two pointers

[Fizonel's solution](#)

### 184.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics

[Fizonel's solution](#)

### 185.

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

[Fizonel's solution](#)

### 186.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Fizonel's solution](#)

### 187.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Fizonel's solution](#)

### 188.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Fizonel's solution](#)

### 189.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fizonel's solution](#)

### 190.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force

[Fizonel's solution](#)

### 191.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Fizonel's solution](#)

### 192.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

### 193.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Fizonel's solution](#)

**194.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Fizonel's solution](#)

**195.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Fizonel's solution](#)

**196.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, greedy

[Fizonel's solution](#)

**197.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Fizonel's solution](#)

**198.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Fizonel's solution](#)

**199.**

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,894 global accepts · Rating: 1900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Fizonel's solution](#)

**200.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fizonel's solution](#)

**201.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Fizonel's solution](#)

**202.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu

[Fizonel's solution](#)

**203.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

data structures, math, two pointers

[Fizonel's solution](#)

**204.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[Fizonel's solution](#)

**205.**

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Fizonel's solution](#)

**206.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Fizonel's solution](#)

**207.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Fizonel's solution](#)

**208.**

1092F

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

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Fizonel's solution](#)

**209.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Fizonel's solution](#)

**210.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Fizonel's solution](#)

**211.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, trees

[Fizonel's solution](#)

**212.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fizonel's solution](#)

**213.**

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Fizonel's solution](#)

**214.**

2191D2

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

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

[Fizonel's solution](#)

**215.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Fizonel's solution](#)

**216.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Fizonel's solution](#)

**217.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Fizonel's solution](#)

**218.**

2215B

[RReeppettiittiioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Fizonel's solution](#)

**219.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, two pointers

[Fizonel's solution](#)

**220.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[Fizonel's solution](#)

**221.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Fizonel's solution](#)

**222.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Fizonel's solution](#)

**223.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[Fizonel's solution](#)

**224.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[Fizonel's solution](#)

**225.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Fizonel's solution](#)

**226.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Fizonel's solution](#)

**227.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Fizonel's solution](#)

**228.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Fizonel's solution](#)

**229.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Fizonel's solution](#)

**230.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Fizonel's solution](#)

**231.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Fizonel's solution](#)

**232.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, schedules

[Fizonel's solution](#)

**233.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Fizonel's solution](#)

**234.**

2210C2

[A Simple GCD Problem \(Hard Version\) · Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory  
[Fizonel's solution](#)

**235.**

2210D

[A Simple RBS Problem · Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees  
[Fizonel's solution](#)

**236.**

2205E

[Simons and Dividing the Rhythm · Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings  
[Fizonel's solution](#)

**237.**

2207E1

[N-MEX \(Constructive Version\) · Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[Fizonel's solution](#)

**238.**

2192E

[Swap to Rearrange · Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings  
[Fizonel's solution](#)

**239.**

1187E

[Tree Painting · Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[Fizonel's solution](#)

**240.**

474F

[Ant colony · Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory  
[Fizonel's solution](#)

**241.**

2183E

[LCM is Legendary Counting Master · Tutorial](#)

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory  
[Fizonel's solution](#)

**242.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[Fizonel's solution](#)

**243.**

2209E

[A Trivial String Problem · Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings  
[Fizonel's solution](#)

**244.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Fizonel's solution](#)

**245.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Fizonel's solution](#)

**246.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[Fizonel's solution](#)

**247.**

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Fizonel's solution](#)

**248.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[Fizonel's solution](#)

**249.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Fizonel's solution](#)

**250.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Fizonel's solution](#)

**251.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Fizonel's solution](#)

**252.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Fizonel's solution](#)

**253.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Fizonel's solution](#)

**254.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[Fizonel's solution](#)

**255.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Fizonel's solution](#)

**256.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Fizonel's solution](#)

**257.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Fizonel's solution](#)

**258.**

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Fizonel's solution](#)

**259.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Fizonel's solution](#)

**260.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Fizonel's solution](#)

**261.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[Fizonel's solution](#)

**262.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Fizonel's solution](#)

**263.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Fizonel's solution](#)

## 264.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Fizonel's solution](#)

## 265.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Fizonel's solution](#)

## 266.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Fizonel's solution](#)

## 267.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Fizonel's solution](#)

## 268.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Fizonel's solution](#)

## 269.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Fizonel's solution](#)

## 270.

2201D

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Fizonel's solution](#)

## 271.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Fizonel's solution](#)

## 272.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[Fizonel's solution](#)

## 273.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Fizonel's solution](#)

**274.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Fizonel's solution](#)

**275.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[Fizonel's solution](#)

**276.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[Fizonel's solution](#)

**277.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Fizonel's solution](#)

**278.**

2209F

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

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[Fizonel's solution](#)

**279.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Fizonel's solution](#)

**280.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Fizonel's solution](#)

**281.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Fizonel's solution](#)

**282.**

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Fizonel's solution](#)

**283.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Fizonel's solution](#)

**284.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2026-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Fizonel's solution](#)

**285.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[Fizonel's solution](#)

**286.**

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[Fizonel's solution](#)

**287.**

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Fizonel's solution](#)

**288.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,771 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Fizonel's solution](#)

**289.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Fizonel's solution](#)

**290.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[Fizonel's solution](#)

**291.**

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Fizonel's solution](#)

**292.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Fizonel's solution](#)

**293.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Fizonel's solution](#)

**294.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Fizonel's solution](#)

**295.**

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Fizonel's solution](#)

**296.**

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[Fizonel's solution](#)

**297.**

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Fizonel's solution](#)

**298.**

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Fizonel's solution](#)

**299.**

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Fizonel's solution](#)

**300.**

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Fizonel's solution](#)

**301.**

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Fizonel's solution](#)

**302.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,872 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Fizonel's solution](#)

**303.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,099 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[Fizonel's solution](#)

**304.**

2226A

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

Quality: 11,230 global accepts · Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Fizonel's solution](#)

**305.**

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Fizonel's solution](#)

**306.**

2222A

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

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[Fizonel's solution](#)

**307.**

2225E

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

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math  
[Fizonel's solution](#)

**308.**

2225D

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

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math  
[Fizonel's solution](#)

**309.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[Fizonel's solution](#)

**310.**

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[Fizonel's solution](#)

**311.**

2225A

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

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[Fizonel's solution](#)

**312.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[Fizonel's solution](#)

**313.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,145 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Fizonel's solution](#)

**314.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Fizonel's solution](#)

### 315.

2219C

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

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Fizonel's solution](#)

### 316.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Fizonel's solution](#)

### 317.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Fizonel's solution](#)

### 318.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Fizonel's solution](#)

### 319.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Fizonel's solution](#)

### 320.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, communication

[Fizonel's solution](#)

### 321.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, shortest paths

[Fizonel's solution](#)

### 322.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[Fizonel's solution](#)

### 323.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks

[Fizonel's solution](#)

### 324.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[Fizonel's solution](#)

**325.**

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Fizonel's solution](#)

**326.**

2214F

[Numbers](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[Fizonel's solution](#)

**327.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[Fizonel's solution](#)

**328.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[Fizonel's solution](#)