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Unique solved — Foolish_szc

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

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

Filters: none

Count: 95

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Foolish_szc's solution](#)

2.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[Foolish_szc's solution](#)

3.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Foolish_szc's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Foolish_szc's solution](#)

5.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Foolish_szc's solution](#)

6.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[Foolish_szc's solution](#)

7.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Foolish_szc's solution](#)

8.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Foolish_szc's solution](#)

9.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Foolish_szc's solution](#)

10.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers

[Foolish_szc's solution](#)

11.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[Foolish_szc's solution](#)

12.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Foolish_szc's solution](#)

13.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Foolish_szc's solution](#)

14.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[Foolish_szc's solution](#)

15.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Foolish_szc's solution](#)

16.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Foolish_szc's solution](#)

17.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Foolish_szc's solution](#)

18.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Foolish_szc's solution](#)

19.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Foolish_szc's solution](#)

20.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Foolish_szc's solution](#)

21.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Foolish_szc's solution](#)

22.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Foolish_szc's solution](#)

23.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,544 global accepts · Rating: 900 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[Foolish_szc's solution](#)

24.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[Foolish_szc's solution](#)

25.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Foolish_szc's solution](#)

26.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Foolish_szc's solution](#)

27.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Foolish_szc's solution](#)

28.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Foolish_szc's solution](#)

29.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Foolish_szc's solution](#)

30.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Foolish_szc's solution](#)

31.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Foolish_szc's solution](#)

32.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Foolish_szc's solution](#)

33.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Foolish_szc's solution](#)

34.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Foolish_szc's solution](#)

35.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Foolish_szc's solution](#)

36.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Foolish_szc's solution](#)

37.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Foolish_szc's solution](#)

38.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Foolish_szc's solution](#)

39.

2092C

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

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Foolish_szc's solution](#)

40.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Foolish_szc's solution](#)

41.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Foolish_szc's solution](#)

42.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[Foolish_szc's solution](#)

43.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Foolish_szc's solution](#)

44.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Foolish_szc's solution](#)

45.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Foolish_szc's solution](#)

46.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Foolish_szc's solution](#)

47.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[Foolish_szc's solution](#)

48.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Foolish_szc's solution](#)

49.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,640 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Foolish_szc's solution](#)

50.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Foolish_szc's solution](#)

51.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Foolish_szc's solution](#)

52.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Foolish_szc's solution](#)

53.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Foolish_szc's solution](#)

54.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Foolish_szc's solution](#)

55.

1901C

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

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Foolish_szc's solution](#)

56.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Foolish_szc's solution](#)

57.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,742 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Foolish_szc's solution](#)

58.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Foolish_szc's solution](#)

59.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Foolish_szc's solution](#)

60.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · last AC: 2025-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Foolish_szc's solution](#)

61.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Foolish_szc's solution](#)

62.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Foolish_szc's solution](#)

63.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Foolish_szc's solution](#)

64.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Foolish_szc's solution](#)

65.

2096C

[Wonderful City](#) · [Tutorial](#)

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

[Foolish_szc's solution](#)

66.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Foolish_szc's solution](#)

67.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Foolish_szc's solution](#)

68.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Foolish_szc's solution](#)

69.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Foolish_szc's solution](#)

70.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Foolish_szc's solution](#)

71.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Foolish_szc's solution](#)

72.

2092D

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

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

[Foolish_szc's solution](#)

73.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Foolish_szc's solution](#)

74.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Foolish_szc's solution](#)

75.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Foolish_szc's solution](#)

76.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Foolish_szc's solution](#)

77.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[Foolish_szc's solution](#)

78.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Foolish_szc's solution](#)

79.

2140D

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

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Foolish_szc's solution](#)

80.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Foolish_szc's solution](#)

81.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

[Foolish_szc's solution](#)

82.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Foolish_szc's solution](#)

83.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Foolish_szc's solution](#)

84.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Foolish_szc's solution](#)

85.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Foolish_szc's solution](#)

86.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Foolish_szc's solution](#)

87.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Foolish_szc's solution](#)

88.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Foolish_szc's solution](#)

89.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Foolish_szc's solution](#)

90.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Foolish_szc's solution](#)

91.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Foolish_szc's solution](#)

92.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[Foolish_szc's solution](#)

93.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

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94.

1442D

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364E

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