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Unique solved — Furioso Slient

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

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

Filters: none

Count: 241

1.

2211A

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

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Furioso_Slient's solution](#)

2.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,471 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Furioso_Slient's solution](#)

3.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,108 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Furioso_Slient's solution](#)

4.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: games

[Furioso_Slient's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Furioso_Slient's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Furioso_Slient's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Furioso_Slient's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Furioso_Slient's solution](#)

9.

2156A

[Pizza Time](#) · [Tutorial](#)

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

[Furioso_Slient's solution](#)

10.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Furioso_Slient's solution](#)

11.

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Furioso_Slient's solution](#)

12.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Furioso_Slient's solution](#)

13.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Furioso_Slient's solution](#)

14.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Furioso_Slient's solution](#)

15.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Furioso_Slient's solution](#)

16.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Furioso_Slient's solution](#)

17.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Furioso_Slient's solution](#)

18.

2130A

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

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Furioso_Slient's solution](#)

19.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Furioso_Slient's solution](#)

20.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Furioso_Slient's solution](#)

21.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Furioso_Slient's solution](#)

22.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Furioso_Slient's solution](#)

23.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,557 global accepts · Rating: 900 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[Furioso_Slient's solution](#)

24.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2025-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Furioso_Slient's solution](#)

25.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Furioso_Slient's solution](#)

26.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Furioso_Slient's solution](#)

27.

2156B

[Strange Machine](#) · [Tutorial](#)

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

[Furioso_Slient's solution](#)

28.

2154B

[Make it Zigzag](#) · [Tutorial](#)

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

[Furioso_Slient's solution](#)

29.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,740 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Furioso_Slient's solution](#)

30.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Furioso_Slient's solution](#)

31.

2195C

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

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Furioso_Slient's solution](#)

32.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Furioso_Slient's solution](#)

33.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Furioso_Slient's solution](#)

34.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Furioso_Slient's solution](#)

35.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Furioso_Slient's solution](#)

36.

2125C

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

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Furioso_Slient's solution](#)

37.

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

[Furioso_Slient's solution](#)

38.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Furioso_Slient's solution](#)

39.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Furioso_Slient's solution](#)

40.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Furioso_Slient's solution](#)

41.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Furioso_Slient's solution](#)

42.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Furioso_Slient's solution](#)

43.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Furioso_Slient's solution](#)

44.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Furioso_Slient's solution](#)

45.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Furioso_Slient's solution](#)

46.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Furioso_Slient's solution](#)

47.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Furioso_Slient's solution](#)

48.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Furioso_Slient's solution](#)

49.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Furioso_Slient's solution](#)

50.

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Furioso_Slient's solution](#)

51.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Furioso_Slient's solution](#)

- 52.**
2164C
[Dungeon](#) · [Tutorial](#)
Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[Furioso_Slient's solution](#)
- 53.**
2156C
[Maximum GCD on Whiteboard](#) · [Tutorial](#)
Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Furioso_Slient's solution](#)
- 54.**
2154C1
[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)
Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[Furioso_Slient's solution](#)
- 55.**
2152C
[Triple Removal](#) · [Tutorial](#)
Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[Furioso_Slient's solution](#)
- 56.**
2133C
[The Nether](#) · [Tutorial](#)
Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[Furioso_Slient's solution](#)
- 57.**
2132C2
[The Cunning Seller \(hard version\)](#) · [Tutorial](#)
Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Furioso_Slient's solution](#)
- 58.**
2195E
[Idiot First Search](#) · [Tutorial](#)
Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[Furioso_Slient's solution](#)
- 59.**
2183D1
[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)
Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Furioso_Slient's solution](#)
- 60.**
2183C
[War Strategy](#) · [Tutorial](#)
Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[Furioso_Slient's solution](#)
- 61.**
2115A
[Gellyfish and Flaming Peony](#) · [Tutorial](#)
Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[Furioso_Slient's solution](#)

62.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Furioso_Slient's solution](#)

63.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Furioso_Slient's solution](#)

64.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

65.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Furioso_Slient's solution](#)

66.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Furioso_Slient's solution](#)

67.

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

[Furioso_Slient's solution](#)

68.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Furioso_Slient's solution](#)

69.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math

[Furioso_Slient's solution](#)

70.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Furioso_Slient's solution](#)

71.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Furioso_Slient's solution](#)

72.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Furioso_Slient's solution](#)

73.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Furioso_Slient's solution](#)

74.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Furioso_Slient's solution](#)

75.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[Furioso_Slient's solution](#)

76.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Furioso_Slient's solution](#)

77.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Furioso_Slient's solution](#)

78.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Furioso_Slient's solution](#)

79.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Furioso_Slient's solution](#)

80.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Furioso_Slient's solution](#)

81.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Furioso_Slient's solution](#)

82.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Furioso_Slient's solution](#)

83.

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Furioso_Slient's solution](#)

84.

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Furioso_Slient's solution](#)

85.

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

[Furioso_Slient's solution](#)

86.

2189C2

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

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Furioso_Slient's solution](#)

87.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Furioso_Slient's solution](#)

88.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[Furioso_Slient's solution](#)

89.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Furioso_Slient's solution](#)

90.

478C

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

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Furioso_Slient's solution](#)

91.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Furioso_Slient's solution](#)

92.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Furioso_Slient's solution](#)

93.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Furioso_Slient's solution](#)

94.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Furioso_Slient's solution](#)

95.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Furioso_Slient's solution](#)

96.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[Furioso_Slient's solution](#)

97.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings

[Furioso_Slient's solution](#)

98.

2189D1

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

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Furioso_Slient's solution](#)

99.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[Furioso_Slient's solution](#)

100.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[Furioso_Slient's solution](#)

101.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Furioso_Slient's solution](#)

102.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Furioso_Slient's solution](#)

103.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Furioso_Slient's solution](#)

104.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

105.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Furioso_Slient's solution](#)

106.

2156D

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

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

[Furioso_Slient's solution](#)

107.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Furioso_Slient's solution](#)

108.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Furioso_Slient's solution](#)

109.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Furioso_Slient's solution](#)

110.

2215B

[RReepppeettiittioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Furioso_Slient's solution](#)

111.

2195F

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

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

[Furioso_Slient's solution](#)

112.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[Furioso_Slient's solution](#)

113.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Furioso_Slient's solution](#)

114.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Furioso_Slient's solution](#)

115.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Furioso_Slient's solution](#)

116.

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

[Furioso_Slient's solution](#)

117.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Furioso_Slient's solution](#)

118.

2183E

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

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Furioso_Slient's solution](#)

119.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Furioso_Slient's solution](#)

120.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Furioso_Slient's solution](#)

121.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

122.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Furioso_Slient's solution](#)

123.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Furioso_Slient's solution](#)

124.

2145E

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

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

[Furioso_Slient's solution](#)

125.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Furioso_Slient's solution](#)

126.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Furioso_Slient's solution](#)

127.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Furioso_Slient's solution](#)

128.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Furioso_Slient's solution](#)

129.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Furioso_Slient's solution](#)

130.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Furioso_Slient's solution](#)

131.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Furioso_Slient's solution](#)

132.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[Furioso_Slient's solution](#)

133.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Furioso_Slient's solution](#)

134.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Furioso_Slient's solution](#)

135.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Furioso_Slient's solution](#)

136.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Furioso_Slient's solution](#)

137.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Furioso_Slient's solution](#)

138.

2195G

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

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[Furioso_Slient's solution](#)

139.

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Furioso_Slient's solution](#)

140.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Furioso_Slient's solution](#)

141.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Furioso_Slient's solution](#)

142.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Furioso_Slient's solution](#)

143.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Furioso_Slient's solution](#)

144.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Furioso_Slient's solution](#)

145.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[Furioso_Slient's solution](#)

146.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Furioso_Slient's solution](#)

147.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Furioso_Slient's solution](#)

148.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Furioso_Slient's solution](#)

149.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Furioso_Slient's solution](#)

150.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Furioso_Slient's solution](#)

151.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Furioso_Slient's solution](#)

152.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[Furioso_Slient's solution](#)

153.

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

[Furioso_Slient's solution](#)

154.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

155.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Furioso_Slient's solution](#)

156.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Furioso_Slient's solution](#)

157.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Furioso_Slient's solution](#)

158.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-19 · last AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Furioso_Slient's solution](#)

159.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Furioso_Slient's solution](#)

160.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Furioso_Slient's solution](#)

161.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Furioso_Slient's solution](#)

162.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Furioso_Slient's solution](#)

163.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[Furioso_Slient's solution](#)

164.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Furioso_Slient's solution](#)

165.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Furioso_Slient's solution](#)

166.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Furioso_Slient's solution](#)

167.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Furioso_Slient's solution](#)

168.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Furioso_Slient's solution](#)

169.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Furioso_Slient's solution](#)

170.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Furioso_Slient's solution](#)

171.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Furioso_Slient's solution](#)

172.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

173.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Furioso_Slient's solution](#)

174.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[Furioso_Slient's solution](#)

175.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Furioso_Slient's solution](#)

176.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

[Furioso_Slient's solution](#)

177.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Furioso_Slient's solution](#)

178.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Furioso_Slient's solution](#)

179.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Furioso_Slient's solution](#)

180.

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Furioso_Slient's solution](#)

181.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[Furioso_Slient's solution](#)

182.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Furioso_Slient's solution](#)

183.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Furioso_Slient's solution](#)

184.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Furioso_Slient's solution](#)

185.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[Furioso_Slient's solution](#)

186.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Furioso_Slient's solution](#)

187.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs

[Furioso_Slient's solution](#)

188.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Furioso_Slient's solution](#)

189.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[Furioso_Slient's solution](#)

190.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Furioso_Slient's solution](#)

191.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2025-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Furioso_Slient's solution](#)

192.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Furioso_Slient's solution](#)

193.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Furioso_Slient's solution](#)

194.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Furioso_Slient's solution](#)

195.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[Furioso_Slient's solution](#)

196.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[Furioso_Slient's solution](#)

197.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Furioso_Slient's solution](#)

198.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Furioso_Slient's solution](#)

199.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Furioso_Slient's solution](#)

200.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Furioso_Slient's solution](#)

201.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Furioso_Slient's solution](#)

202.

2211G

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

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Furioso_Slient's solution](#)

203.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Furioso_Slient's solution](#)

204.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[Furioso_Slient's solution](#)

205.

2092F

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

Quality: 432 global accepts · Rating: 2900 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Furioso_Slient's solution](#)

206.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Furioso_Slient's solution](#)

207.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Furioso_Slient's solution](#)

208.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Furioso_Slient's solution](#)

209.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Furioso_Slient's solution](#)

210.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Furioso_Slient's solution](#)

211.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[Furioso_Slient's solution](#)

212.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[Furioso_Slient's solution](#)

213.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Furioso_Slient's solution](#)

214.

2158F2

[Distinct GCDs \(Hard Version\)](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3000 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[Furioso_Slient's solution](#)

215.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Furioso_Slient's solution](#)

216.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[Furioso_Slient's solution](#)

217.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-10-07 · last AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Furioso_Slient's solution](#)

218.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Furioso_Slient's solution](#)

219.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Furioso_Slient's solution](#)

220.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Furioso_Slient's solution](#)

221.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Furioso_Slient's solution](#)

222.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Furioso_Slient's solution](#)

223.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Furioso_Slient's solution](#)

224.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory

[Furioso_Slient's solution](#)

225.

2219C

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

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Furioso_Slient's solution](#)

226.

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Furioso_Slient's solution](#)

227.

2219B2

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

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Furioso_Slient's solution](#)

228.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Furioso_Slient's solution](#)

229.

2214A

[Odd One Out](#) · [Tutorial](#)

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

[Furioso_Slient's solution](#)

230.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[Furioso_Slient's solution](#)

231.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2026-01-15 · PHP (first AC) · Tags: *special, binary search, brute force

[Furioso_Slient's solution](#)

232.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math

[Furioso_Slient's solution](#)

233.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-04 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[Furioso_Slient's solution](#)

234.

101673A

[Abstract Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Furioso_Slient's solution](#)

235.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Furioso_Slient's solution](#)

236.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, fft, math

[Furioso_Slient's solution](#)

237.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, geometry

[Furioso_Slient's solution](#)

238.

2095F

[IS Cæþ 0B \\$a b1CVÐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-09-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

[Furioso_Slient's solution](#)

239.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-09-16 · PHP (first AC) · Tags: *special, games, interactive

[Furioso_Slient's solution](#)

240.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-09-16 · PHP (first AC) · Tags: *special, string suffix structures

[Furioso_Slient's solution](#)

241.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-09-16 · PHP (first AC) · Tags: *special, geometry

[Furioso_Slient's solution](#)