

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

<https://cfelitetracker.vercel.app>

# Unique solved — GloryNotAgain-LMB

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

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

Filters: none

Count: 121

1.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[GloryNotAgain-LMB's solution](#)

2.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [math](#), [strings](#)  
[GloryNotAgain-LMB's solution](#)

3.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [math](#), [sortings](#)  
[GloryNotAgain-LMB's solution](#)

4.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [math](#)  
[GloryNotAgain-LMB's solution](#)

5.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)  
[GloryNotAgain-LMB's solution](#)

6.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: [dp](#), [greedy](#)  
[GloryNotAgain-LMB's solution](#)

7.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [math](#)  
[GloryNotAgain-LMB's solution](#)

8.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: [combinatorics](#), [greedy](#), [math](#)  
[GloryNotAgain-LMB's solution](#)

9.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [math](#), [number theory](#)  
[GloryNotAgain-LMB's solution](#)

**10.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[GloryNotAgain-LMB's solution](#)

**11.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[GloryNotAgain-LMB's solution](#)

**12.**

1876A

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

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-14 · last AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[GloryNotAgain-LMB's solution](#)

**13.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[GloryNotAgain-LMB's solution](#)

**14.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[GloryNotAgain-LMB's solution](#)

**15.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[GloryNotAgain-LMB's solution](#)

**16.**

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**17.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[GloryNotAgain-LMB's solution](#)

**18.**

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[GloryNotAgain-LMB's solution](#)

**19.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[GloryNotAgain-LMB's solution](#)

**20.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2024-10-13 · last AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[GloryNotAgain-LMB's solution](#)

## 21.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[GloryNotAgain-LMB's solution](#)

## 22.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[GloryNotAgain-LMB's solution](#)

## 23.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[GloryNotAgain-LMB's solution](#)

## 24.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[GloryNotAgain-LMB's solution](#)

## 25.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[GloryNotAgain-LMB's solution](#)

## 26.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[GloryNotAgain-LMB's solution](#)

## 27.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,754 global accepts · Rating: 1300 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[GloryNotAgain-LMB's solution](#)

## 28.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[GloryNotAgain-LMB's solution](#)

## 29.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[GloryNotAgain-LMB's solution](#)

## 30.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive

algorithms, implementation

[GloryNotAgain-LMB's solution](#)

**31.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[GloryNotAgain-LMB's solution](#)

**32.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2025-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[GloryNotAgain-LMB's solution](#)

**33.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[GloryNotAgain-LMB's solution](#)

**34.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[GloryNotAgain-LMB's solution](#)

**35.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[GloryNotAgain-LMB's solution](#)

**36.**

1986D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-08-18 · last AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[GloryNotAgain-LMB's solution](#)

**37.**

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[GloryNotAgain-LMB's solution](#)

**38.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-07-23 · last AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[GloryNotAgain-LMB's solution](#)

**39.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-07-23 · last AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[GloryNotAgain-LMB's solution](#)

**40.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[GloryNotAgain-LMB's solution](#)

**41.**

1887A1

[Dances \(Easy version\) · Tutorial](#)

Rating: 1400 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**42.**

1684C

[Column Swapping · Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[GloryNotAgain-LMB's solution](#)

**43.**

1559D1

[Mocha and Diana \(Easy Version\) · Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[GloryNotAgain-LMB's solution](#)

**44.**

2060E

[Graph Composition · Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[GloryNotAgain-LMB's solution](#)

**45.**

1789C

[Serval and Toxel's Arrays · Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[GloryNotAgain-LMB's solution](#)

**46.**

1760F

[Quests · Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**47.**

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[GloryNotAgain-LMB's solution](#)

**48.**

1710A

[Color the Picture · Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[GloryNotAgain-LMB's solution](#)

**49.**

1542B

[Plus and Multiply · Tutorial](#)

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[GloryNotAgain-LMB's solution](#)

**50.**

986A

[Fair · Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-04-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory,

shortest paths

[GloryNotAgain-LMB's solution](#)

**51.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[GloryNotAgain-LMB's solution](#)

**52.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[GloryNotAgain-LMB's solution](#)

**53.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[GloryNotAgain-LMB's solution](#)

**54.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[GloryNotAgain-LMB's solution](#)

**55.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[GloryNotAgain-LMB's solution](#)

**56.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[GloryNotAgain-LMB's solution](#)

**57.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-08-16 · last AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[GloryNotAgain-LMB's solution](#)

**58.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[GloryNotAgain-LMB's solution](#)

**59.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[GloryNotAgain-LMB's solution](#)

**60.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[GloryNotAgain-LMB's solution](#)

**61.**

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[GloryNotAgain-LMB's solution](#)

**62.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[GloryNotAgain-LMB's solution](#)

**63.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[GloryNotAgain-LMB's solution](#)

**64.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[GloryNotAgain-LMB's solution](#)

**65.**

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**66.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[GloryNotAgain-LMB's solution](#)

**67.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[GloryNotAgain-LMB's solution](#)

**68.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[GloryNotAgain-LMB's solution](#)

**69.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GloryNotAgain-LMB's solution](#)

**70.**

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2026-02-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[GloryNotAgain-LMB's solution](#)

**71.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[GloryNotAgain-LMB's solution](#)

**72.**

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[GloryNotAgain-LMB's solution](#)

**73.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[GloryNotAgain-LMB's solution](#)

**74.**

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[GloryNotAgain-LMB's solution](#)

**75.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[GloryNotAgain-LMB's solution](#)

**76.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2025-07-29 · last AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[GloryNotAgain-LMB's solution](#)

**77.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[GloryNotAgain-LMB's solution](#)

**78.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[GloryNotAgain-LMB's solution](#)

**79.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[GloryNotAgain-LMB's solution](#)

**80.**

1887A2

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

Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[GloryNotAgain-LMB's solution](#)

**81.**

1718A2

[Burenka and Traditions \(hard version\) · Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[GloryNotAgain-LMB's solution](#)

**82.**

1677C

[Tokitsukaze and Two Colorful Tapes · Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[GloryNotAgain-LMB's solution](#)

**83.**

1558B

[Up the Strip · Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[GloryNotAgain-LMB's solution](#)

**84.**

1543C

[Need for Pink Slips · Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[GloryNotAgain-LMB's solution](#)

**85.**

1416C

[XOR Inverse · Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[GloryNotAgain-LMB's solution](#)

**86.**

2028D

[Alice's Adventures in Cards · Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[GloryNotAgain-LMB's solution](#)

**87.**

1893C

[Freedom of Choice · Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[GloryNotAgain-LMB's solution](#)

**88.**

1889C1

[Doremy's Drying Plan \(Easy Version\) · Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**89.**

1685B

[Linguistics · Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[GloryNotAgain-LMB's solution](#)

**90.**

1558C

[Bottom-Tier Reversals · Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[GloryNotAgain-LMB's solution](#)

**91.**

1868B2

[Candy Party \(Hard Version\) · Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[GloryNotAgain-LMB's solution](#)

**92.**

1876C

[Autosynthesis · Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[GloryNotAgain-LMB's solution](#)

**93.**

1684E

[MEX vs DIFF · Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-23 · last AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[GloryNotAgain-LMB's solution](#)

**94.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[GloryNotAgain-LMB's solution](#)

**95.**

1559E

[Mocha and Stars · Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[GloryNotAgain-LMB's solution](#)

**96.**

1557D

[Ezzat and Grid · Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[GloryNotAgain-LMB's solution](#)

**97.**

1543D2

[RPD and Rap Sheet \(Hard Version\) · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[GloryNotAgain-LMB's solution](#)

**98.**

1542D

[Priority Queue · Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[GloryNotAgain-LMB's solution](#)

**99.**

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[GloryNotAgain-LMB's solution](#)

**100.**

1874C

[Jellyfish and EVA · Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[GloryNotAgain-LMB's solution](#)

**101.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math  
[GloryNotAgain-LMB's solution](#)

**102.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[GloryNotAgain-LMB's solution](#)

**103.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[GloryNotAgain-LMB's solution](#)

**104.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math  
[GloryNotAgain-LMB's solution](#)

**105.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[GloryNotAgain-LMB's solution](#)

**106.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[GloryNotAgain-LMB's solution](#)

**107.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[GloryNotAgain-LMB's solution](#)

**108.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers  
[GloryNotAgain-LMB's solution](#)

**109.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[GloryNotAgain-LMB's solution](#)

**110.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy

[GloryNotAgain-LMB's solution](#)

**111.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[GloryNotAgain-LMB's solution](#)

**112.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[GloryNotAgain-LMB's solution](#)

**113.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[GloryNotAgain-LMB's solution](#)

**114.**

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[GloryNotAgain-LMB's solution](#)

**115.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[GloryNotAgain-LMB's solution](#)

**116.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[GloryNotAgain-LMB's solution](#)

**117.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[GloryNotAgain-LMB's solution](#)

**118.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[GloryNotAgain-LMB's solution](#)

**119.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[GloryNotAgain-LMB's solution](#)

**120.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[GloryNotAgain-LMB's solution](#)

**121.**

102956F

[Border Similarity Undertaking · Tutorial](#)

Rating: — · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[GloryNotAgain-LMB's solution](#)