

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

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# Unique solved — H1743-322

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

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

Filters: none

Count: 146

1.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[H1743-322's solution](#)

2.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[H1743-322's solution](#)

3.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[H1743-322's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[H1743-322's solution](#)

5.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,374 global accepts · Rating: 800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[H1743-322's solution](#)

6.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[H1743-322's solution](#)

7.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[H1743-322's solution](#)

8.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[H1743-322's solution](#)

9.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,298 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[H1743-322's solution](#)

**10.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[H1743-322's solution](#)

**11.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[H1743-322's solution](#)

**12.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[H1743-322's solution](#)

**13.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy  
[H1743-322's solution](#)

**14.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[H1743-322's solution](#)

**15.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[H1743-322's solution](#)

**16.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[H1743-322's solution](#)

**17.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[H1743-322's solution](#)

**18.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[H1743-322's solution](#)

**19.**

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[H1743-322's solution](#)

- 20.**  
2014B  
[Robin Hood and the Major Oak](#) · [Tutorial](#)  
Quality: 33,191 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: math  
[H1743-322's solution](#)
- 21.**  
2014A  
[Robin Helps](#) · [Tutorial](#)  
Quality: 45,708 global accepts · Rating: 800 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[H1743-322's solution](#)
- 22.**  
2051B  
[Journey](#) · [Tutorial](#)  
Quality: 39,758 global accepts · Rating: 800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[H1743-322's solution](#)
- 23.**  
2051A  
[Preparing for the Olympiad](#) · [Tutorial](#)  
Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[H1743-322's solution](#)
- 24.**  
2050A  
[Line Breaks](#) · [Tutorial](#)  
Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[H1743-322's solution](#)
- 25.**  
959A  
[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)  
Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-04-07 · GNU C++ (first AC) · Tags: games, math  
[H1743-322's solution](#)
- 26.**  
785A  
[Anton and Polyhedrons](#) · [Tutorial](#)  
Quality: 110,950 global accepts · Rating: 800 · first AC: 2017-03-19 · last AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings  
[H1743-322's solution](#)
- 27.**  
954A  
[Diagonal Walking](#) · [Tutorial](#)  
Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation  
[H1743-322's solution](#)
- 28.**  
950A  
[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)  
Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-21 · GNU C++ (first AC) · Tags: implementation, math  
[H1743-322's solution](#)
- 29.**  
732A  
[Buy a Shovel](#) · [Tutorial](#)  
Quality: 88,835 global accepts · Rating: 800 · first AC: 2017-02-22 · last AC: 2017-02-22 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[H1743-322's solution](#)
- 30.**  
723A  
[The New Year: Meeting Friends](#) · [Tutorial](#)  
Quality: 100,713 global accepts · Rating: 800 · first AC: 2017-01-20 · last AC: 2017-02-17 · GNU C++ (first AC) · Tags: implementation, math, sortings

[H1743-322's solution](#)

**31.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2017-01-20 · GNU C++ (first AC) · Tags: implementation

[H1743-322's solution](#)

**32.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,558 global accepts · Rating: 800 · first AC: 2017-01-18 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[H1743-322's solution](#)

**33.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2017-01-18 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[H1743-322's solution](#)

**34.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[H1743-322's solution](#)

**35.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[H1743-322's solution](#)

**36.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[H1743-322's solution](#)

**37.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[H1743-322's solution](#)

**38.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[H1743-322's solution](#)

**39.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[H1743-322's solution](#)

**40.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[H1743-322's solution](#)

**41.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers  
[H1743-322's solution](#)

**42.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-28 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, math  
[H1743-322's solution](#)

**43.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[H1743-322's solution](#)

**44.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2017-01-20 · last AC: 2017-01-20 · GNU C++ (first AC) · Tags: implementation  
[H1743-322's solution](#)

**45.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[H1743-322's solution](#)

**46.**

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation  
[H1743-322's solution](#)

**47.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[H1743-322's solution](#)

**48.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[H1743-322's solution](#)

**49.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-03-21 · GNU C++11 (first AC) · Tags: implementation  
[H1743-322's solution](#)

**50.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2017-02-22 · GNU C++ (first AC) · Tags: dp, greedy  
[H1743-322's solution](#)

**51.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: implementation  
[H1743-322's solution](#)

52.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-13 · last AC: 2017-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[H1743-322's solution](#)

53.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-13 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[H1743-322's solution](#)

54.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-02-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[H1743-322's solution](#)

55.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[H1743-322's solution](#)

56.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[H1743-322's solution](#)

57.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[H1743-322's solution](#)

58.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[H1743-322's solution](#)

59.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[H1743-322's solution](#)

60.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,198 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[H1743-322's solution](#)

61.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[H1743-322's solution](#)

- 62.**  
2050B  
[Transfusion](#) · [Tutorial](#)  
Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[H1743-322's solution](#)
- 63.**  
955A  
[Feed the cat](#) · [Tutorial](#)  
Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: greedy, math  
[H1743-322's solution](#)
- 64.**  
785B  
[Anton and Classes](#) · [Tutorial](#)  
Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: greedy, sortings  
[H1743-322's solution](#)
- 65.**  
754B  
[Ilya and tic-tac-toe game](#) · [Tutorial](#)  
Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: brute force, implementation  
[H1743-322's solution](#)
- 66.**  
2085B  
[Serval and Final MEX](#) · [Tutorial](#)  
Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation  
[H1743-322's solution](#)
- 67.**  
2072C  
[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)  
Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[H1743-322's solution](#)
- 68.**  
2069B  
[Set of Strangers](#) · [Tutorial](#)  
Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
[H1743-322's solution](#)
- 69.**  
1082A  
[Vasya and Book](#) · [Tutorial](#)  
Quality: 9,277 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[H1743-322's solution](#)
- 70.**  
2062C  
[Cirno and Operations](#) · [Tutorial](#)  
Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[H1743-322's solution](#)
- 71.**  
2051D  
[Counting Pairs](#) · [Tutorial](#)  
Quality: 23,918 global accepts · Rating: 1200 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[H1743-322's solution](#)
- 72.**  
2050C  
[Uninteresting Number](#) · [Tutorial](#)  
Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[H1743-322's solution](#)

**73.**

2127B

[Hamiid, Haaamid... Hamid? · Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[H1743-322's solution](#)

**74.**

2129A

[Double Perspective · Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[H1743-322's solution](#)

**75.**

2124C

[Subset Multiplication · Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[H1743-322's solution](#)

**76.**

2101A

[Mex in the Grid · Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[H1743-322's solution](#)

**77.**

2031C

[Penchick and BBQ Buns · Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[H1743-322's solution](#)

**78.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It · Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[H1743-322's solution](#)

**79.**

2059B

[Cost of the Array · Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[H1743-322's solution](#)

**80.**

2050D

[Digital string maximization · Tutorial](#)

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[H1743-322's solution](#)

**81.**

2127C

[Trip Shopping · Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[H1743-322's solution](#)

**82.**

2114D

[Come a Little Closer · Tutorial](#)

Quality: 14,642 global accepts · Rating: 1400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[H1743-322's solution](#)

**83.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[H1743-322's solution](#)

**84.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[H1743-322's solution](#)

**85.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[H1743-322's solution](#)

**86.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[H1743-322's solution](#)

**87.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[H1743-322's solution](#)

**88.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[H1743-322's solution](#)

**89.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation, strings

[H1743-322's solution](#)

**90.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[H1743-322's solution](#)

**91.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[H1743-322's solution](#)

**92.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings  
[H1743-322's solution](#)

**93.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[H1743-322's solution](#)

**94.**

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[H1743-322's solution](#)

**95.**

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

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**96.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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**97.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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**98.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

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**99.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,562 global accepts · Rating: 1600 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**100.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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**101.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

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**102.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths  
[H1743-322's solution](#)

**103.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: binary search, math  
[H1743-322's solution](#)

**104.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[H1743-322's solution](#)

**105.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation  
[H1743-322's solution](#)

**106.**

2090D

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

Rating: 1700 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[H1743-322's solution](#)

**107.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings  
[H1743-322's solution](#)

**108.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory  
[H1743-322's solution](#)

**109.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory  
[H1743-322's solution](#)

**110.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation  
[H1743-322's solution](#)

**111.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[H1743-322's solution](#)

**112.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[H1743-322's solution](#)

**113.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[H1743-322's solution](#)

**114.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[H1743-322's solution](#)

**115.**

2069D

[Palindrome Shuffle](#) · [Tutorial](#)

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[H1743-322's solution](#)

**116.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[H1743-322's solution](#)

**117.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[H1743-322's solution](#)

**118.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[H1743-322's solution](#)

**119.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[H1743-322's solution](#)

**120.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[H1743-322's solution](#)

**121.**

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[H1743-322's solution](#)

**122.**

2085D

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

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph

matchings, greedy

[H1743-322's solution](#)

**123.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[H1743-322's solution](#)

**124.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[H1743-322's solution](#)

**125.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[H1743-322's solution](#)

**126.**

2060F

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

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[H1743-322's solution](#)

**127.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[H1743-322's solution](#)

**128.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[H1743-322's solution](#)

**129.**

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[H1743-322's solution](#)

**130.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[H1743-322's solution](#)

**131.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[H1743-322's solution](#)

**132.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings

[H1743-322's solution](#)

**133.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[H1743-322's solution](#)

**134.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: combinatorics, dp

[H1743-322's solution](#)

**135.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[H1743-322's solution](#)

**136.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[H1743-322's solution](#)

**137.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[H1743-322's solution](#)

**138.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[H1743-322's solution](#)

**139.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[H1743-322's solution](#)

**140.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[H1743-322's solution](#)

**141.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[H1743-322's solution](#)

**142.**

2129E

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

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[H1743-322's solution](#)

**143.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[H1743-322's solution](#)

**144.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[H1743-322's solution](#)

**145.**

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[H1743-322's solution](#)

**146.**

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[H1743-322's solution](#)