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Unique solved — Junounly

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

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

Filters: none

Count: 196

1.

2157A

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

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

[Junounly's solution](#)

2.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[Junounly's solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[Junounly's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junounly's solution](#)

5.

2152A

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

Quality: 22,321 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Junounly's solution](#)

6.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,646 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junounly's solution](#)

7.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Junounly's solution](#)

8.

2067A

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

Quality: 25,696 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Junounly's solution](#)

9.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,906 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Junounly's solution](#)

10.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Junounly's solution](#)

11.

2147B

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

Quality: 16,987 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Junounly's solution](#)

12.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Junounly's solution](#)

13.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Junounly's solution](#)

14.

2127B

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

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Junounly's solution](#)

15.

2152B

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

Quality: 12,859 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Junounly's solution](#)

16.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Junounly's solution](#)

17.

2157C

[Meximum Array 2](#) · [Tutorial](#)

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

[Junounly's solution](#)

18.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Junounly's solution](#)

19.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Junounly's solution](#)

20.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Junounly's solution](#)

21.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Junounly's solution](#)

22.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,032 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Junounly's solution](#)

23.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Junounly's solution](#)

24.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics

[Junounly's solution](#)

25.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Junounly's solution](#)

26.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Junounly's solution](#)

27.

2157D

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

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

[Junounly's solution](#)

28.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Junounly's solution](#)

29.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

implementation

[Junounly's solution](#)

30.

1795D

[Triangle Coloring](#) · [Tutorial](#)

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Junounly's solution](#)

31.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junounly's solution](#)

32.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Junounly's solution](#)

33.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Junounly's solution](#)

34.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Junounly's solution](#)

35.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Junounly's solution](#)

36.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Junounly's solution](#)

37.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Junounly's solution](#)

38.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junounly's solution](#)

39.

2124D

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

Quality: 8,110 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Junounly's solution](#)

40.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-25 · last AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Junounly's solution](#)

41.

1856E1

[PermuTree \(easy version\)](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Junounly's solution](#)

42.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Junounly's solution](#)

43.

2127D

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

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Junounly's solution](#)

44.

459D

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

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[Junounly's solution](#)

45.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Junounly's solution](#)

46.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Junounly's solution](#)

47.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junounly's solution](#)

48.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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

[Junounly's solution](#)

49.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[Junounly's solution](#)

50.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Junounly's solution](#)

51.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Junounly's solution](#)

52.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Junounly's solution](#)

53.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Junounly's solution](#)

54.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy

[Junounly's solution](#)

55.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Junounly's solution](#)

56.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation

[Junounly's solution](#)

57.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junounly's solution](#)

58.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Junounly's solution](#)

59.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junounly's solution](#)

60.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[Junounly's solution](#)

61.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[Junounly's solution](#)

62.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[Junounly's solution](#)

63.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[Junounly's solution](#)

64.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,044 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[Junounly's solution](#)

65.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation
[Junounly's solution](#)

66.

571A

[Lengthening Sticks](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[Junounly's solution](#)

67.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings
[Junounly's solution](#)

68.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Junounly's solution](#)

69.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, trees
[Junounly's solution](#)

70.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,837 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junounly's solution](#)

71.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Junounly's solution](#)

72.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Junounly's solution](#)

73.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Junounly's solution](#)

74.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[Junounly's solution](#)

75.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Junounly's solution](#)

76.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Junounly's solution](#)

77.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Junounly's solution](#)

78.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, interactive

[Junounly's solution](#)

79.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Junounly's solution](#)

80.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[Junounly's solution](#)

81.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[Junounly's solution](#)

82.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[Junounly's solution](#)

83.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers
[Junounly's solution](#)

84.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[Junounly's solution](#)

85.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[Junounly's solution](#)

86.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
[Junounly's solution](#)

87.

2124F1

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

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Junounly's solution](#)

88.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees
[Junounly's solution](#)

89.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[Junounly's solution](#)

90.

623B

[Array GCD · Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[Junounly's solution](#)

91.

888G

[Xor-MST · Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Junounly's solution](#)

92.

2157F

[Git Gud · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[Junounly's solution](#)

93.

1879E

[Interactive Game with Coloring · Tutorial](#)

Quality: 1,578 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Junounly's solution](#)

94.

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Junounly's solution](#)

95.

914E

[Palindromes in a Tree · Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Junounly's solution](#)

96.

1794E

[Labeling the Tree with Distances · Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Junounly's solution](#)

97.

1709E

[XOR Tree · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Junounly's solution](#)

98.

1227F2

[Wrong Answer on test 233 \(Hard Version\) · Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Junounly's solution](#)

99.

780F

[Axel and Marston in Bitland · Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, matrices

[Junounly's solution](#)

100.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, string suffix structures, strings

[Junounly's solution](#)

101.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[Junounly's solution](#)

102.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Junounly's solution](#)

103.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Junounly's solution](#)

104.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junounly's solution](#)

105.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Junounly's solution](#)

106.

1348E

[Phoenix and Berries](#) · [Tutorial](#)

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Junounly's solution](#)

107.

331C3

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junounly's solution](#)

108.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junounly's solution](#)

109.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Junounly's solution](#)

110.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[Junounly's solution](#)

111.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Junounly's solution](#)

112.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Junounly's solution](#)

113.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Junounly's solution](#)

114.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, interactive, math

[Junounly's solution](#)

115.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, two pointers

[Junounly's solution](#)

116.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Junounly's solution](#)

117.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Junounly's solution](#)

118.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Junounly's solution](#)

119.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Junounly's solution](#)

120.

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Junounly's solution](#)

121.

1153F

[Serval and Bonus Problem · Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Junounly's solution](#)

122.

494C

[Helping People · Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities

[Junounly's solution](#)

123.

1209F

[Koala and Notebook · Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Junounly's solution](#)

124.

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Junounly's solution](#)

125.

321E

[Ciel and Gondolas · Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Junounly's solution](#)

126.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Junounly's solution](#)

127.

1856E2

[PermuTree \(hard version\) · Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Junounly's solution](#)

128.

1924D

[Balanced Subsequences · Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Junounly's solution](#)

129.

1601D

[Difficult Mountain · Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[Junounly's solution](#)

130.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Junounly's solution](#)

131.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Junounly's solution](#)

132.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Junounly's solution](#)

133.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Junounly's solution](#)

134.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Junounly's solution](#)

135.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Junounly's solution](#)

136.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Junounly's solution](#)

137.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[Junounly's solution](#)

138.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Junounly's solution](#)

139.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, strings

[Junounly's solution](#)

140.

2124F2

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

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Junounly's solution](#)

141.

30E

[Tricky and Clever Password · Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Junounly's solution](#)

142.

908G

[New Year and Original Order · Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Junounly's solution](#)

143.

1442D

[Sum · Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Junounly's solution](#)

144.

1039D

[You Are Given a Tree · Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Junounly's solution](#)

145.

1768F

[Wonderful Jump · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Junounly's solution](#)

146.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Junounly's solution](#)

147.

17E

[Palisection · Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2025-06-25 · last AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Junounly's solution](#)

148.

1060F

[Shrinking Tree · Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Junounly's solution](#)

149.

2045K

[GCDDCG · Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junounly's solution](#)

150.

2092F

[Andryusha and CCB · Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-01 · last AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Junounly's solution](#)

151.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · Tutorial

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2025-03-28 · last AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Junounly's solution](#)

152.

1285F

[Classical?](#) · Tutorial

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2025-03-24 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, number theory

[Junounly's solution](#)

153.

1616H

[Keep XOR Low](#) · Tutorial

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Junounly's solution](#)

154.

1535F

[String Distance](#) · Tutorial

Quality: 605 global accepts · Rating: 3000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[Junounly's solution](#)

155.

526F

[Pudding Monsters](#) · Tutorial

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Junounly's solution](#)

156.

1175G

[Yet Another Partiton Problem](#) · Tutorial

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Junounly's solution](#)

157.

1552G

[A Serious Referee](#) · Tutorial

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Junounly's solution](#)

158.

1476F

[Lanterns](#) · Tutorial

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Junounly's solution](#)

159.

1267G

[Game Relics](#) · Tutorial

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities

[Junounly's solution](#)

160.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Junounly's solution](#)

161.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, greedy

[Junounly's solution](#)

162.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-21 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Junounly's solution](#)

163.

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[Junounly's solution](#)

164.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Junounly's solution](#)

165.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Junounly's solution](#)

166.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Junounly's solution](#)

167.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Junounly's solution](#)

168.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Junounly's solution](#)

169.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Junounly's solution](#)

170.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[Junounly's solution](#)

171.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing

[Junounly's solution](#)

172.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory

[Junounly's solution](#)

173.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[Junounly's solution](#)

174.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3400 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Junounly's solution](#)

175.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Junounly's solution](#)

176.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, greedy

[Junounly's solution](#)

177.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-03-27 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junounly's solution](#)

178.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-03-26 · last AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math

[Junounly's solution](#)

179.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-15 · last AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks,

brute force, data structures, sortings

[Junounly's solution](#)

180.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Junounly's solution](#)

181.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Junounly's solution](#)

182.

106252C

[Buggy Painting Software II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junounly's solution](#)

183.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junounly's solution](#)

184.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junounly's solution](#)

185.

106252A

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186.

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187.

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188.

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189.

103536B

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190.

105401E

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191.

102586A

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192.

100624D

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193.

103102A

[Archeologists](#) · [Tutorial](#)

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194.

102056I

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195.

103439H

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Rating: — · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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196.

1193A

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