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Unique solved — Khanhcsp1

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

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

Filters: none

Count: 102

1.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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2.

1987A

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3.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2026-04-16 · PyPy 3-64 (first AC) · Tags: implementation

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4.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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5.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Khanhcsp1's solution](#)

6.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Khanhcsp1's solution](#)

7.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,314 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation

[Khanhcsp1's solution](#)

8.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Khanhcsp1's solution](#)

9.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,010 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Khanhcsp1's solution](#)

10.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,981 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Khanhcsp1's solution](#)

11.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Khanhcsp1's solution](#)

12.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,239 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Khanhcsp1's solution](#)

13.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,382 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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14.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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15.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Khanhcsp1's solution](#)

16.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Khanhcsp1's solution](#)

17.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,518 global accepts · Rating: 800 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Khanhcsp1's solution](#)

18.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

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19.

2145A

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

Quality: 30,749 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Khanhcsp1's solution](#)

20.

2155A

[El fucho](#) · [Tutorial](#)

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[Khanhosp1's solution](#)

21.

2152A

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

Quality: 22,302 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Khanhosp1's solution](#)

22.

2124A

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

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[Khanhosp1's solution](#)

23.

2119A

[Add or XOR](#) · [Tutorial](#)

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[Khanhosp1's solution](#)

24.

2123B

[Tournament](#) · [Tutorial](#)

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[Khanhosp1's solution](#)

25.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,686 global accepts · Rating: 800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math

[Khanhosp1's solution](#)

26.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

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27.

2003A

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Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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28.

630A

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Quality: 93,494 global accepts · Rating: 800 · first AC: 2024-08-16 · PyPy 3 (first AC) · Tags: number theory

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29.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Khanhosp1's solution](#)

30.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Khanhosp1's solution](#)

31.

2000A

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Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

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32.

1985B

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Quality: 56,765 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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33.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,362 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Khanhosp1's solution](#)

34.

746B

[Decoding](#) · [Tutorial](#)

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[Khanhosp1's solution](#)

35.

892A

[Greedy](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Khanhosp1's solution](#)

36.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,402 global accepts · Rating: 900 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Khanhosp1's solution](#)

37.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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38.

1111A

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Quality: 18,094 global accepts · Rating: 1000 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Khanhosp1's solution](#)

39.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,545 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Khanhosp1's solution](#)

40.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Khanhosp1's solution](#)

41.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,875 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

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42.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

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43.

2004B

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Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Khanhosp1's solution](#)

44.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,103 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Khanhosp1's solution](#)

45.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

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[Khanhosp1's solution](#)

46.

2155B

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

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Khanhosp1's solution](#)

47.

2004C

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Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Khanhosp1's solution](#)

48.

1578E

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Quality: 4,134 global accepts · Rating: 1200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Khanhosp1's solution](#)

49.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,599 global accepts · Rating: 1200 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Khanhosp1's solution](#)

50.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Khanhosp1's solution](#)

51.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Khanhosp1's solution](#)

52.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,888 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Khanhosp1's solution](#)

53.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Khanhcsp1's solution](#)

54.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Khanhcsp1's solution](#)

55.

1985E

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Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Khanhcsp1's solution](#)

56.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 1300 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, strings

[Khanhcsp1's solution](#)

57.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1300 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Khanhcsp1's solution](#)

58.

2145C

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

Quality: 15,398 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Khanhcsp1's solution](#)

59.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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60.

2124C

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Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Khanhcsp1's solution](#)

61.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Khanhcsp1's solution](#)

62.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Khanhcsp1's solution](#)

63.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[Khanhcsp1's solution](#)

64.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[Khanhcsp1's solution](#)

65.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[Khanhcsp1's solution](#)

66.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[Khanhcsp1's solution](#)

67.

2155C

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

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[Khanhcsp1's solution](#)

68.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[Khanhcsp1's solution](#)

69.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1600 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: games
[Khanhcsp1's solution](#)

70.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[Khanhcsp1's solution](#)

71.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[Khanhcsp1's solution](#)

72.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[Khanhcsp1's solution](#)

73.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Khanhcsp1's solution](#)

74.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,492 global accepts · Rating: 1700 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[Khanhcsp1's solution](#)

75.

2152D

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

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[Khanhcsp1's solution](#)

76.

2124D

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

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[Khanhcsp1's solution](#)

77.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,758 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[Khanhcsp1's solution](#)

78.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings
[Khanhcsp1's solution](#)

79.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: 1800 · first AC: 2026-04-07 · Python 3 (first AC) · Tags: implementation, math
[Khanhcsp1's solution](#)

80.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-22 · last AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Khanhcsp1's solution](#)

81.

2145D

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

Quality: 6,660 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[Khanhcsp1's solution](#)

82.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[Khanhcsp1's solution](#)

83.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Khanhcsp1's solution](#)

84.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Khanhcsp1's solution](#)

85.

2000F

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

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Khanhcsp1's solution](#)

86.

2145E

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

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Khanhcsp1's solution](#)

87.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Khanhcsp1's solution](#)

88.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Khanhcsp1's solution](#)

89.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Khanhcsp1's solution](#)

90.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Khanhcsp1's solution](#)

91.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[Khanhcsp1's solution](#)

92.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Khanhcsp1's solution](#)

93.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Khanhcsp1's solution](#)

94.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Khanhcsp1's solution](#)

95.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Khanhcsp1's solution](#)

96.

2227H

[Fallen Leaves](#) · [Tutorial](#)

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97.

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98.

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99.

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Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

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100.

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Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

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101.

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Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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102.

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Quality: 9,962 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

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