

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

<https://cfelitetracker.vercel.app>

# Unique solved — Kokuto-Mikiya

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

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

Filters: none

Count: 84

- 1.**  
2030B  
[Minimise Oneness](#) · [Tutorial](#)  
Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [games](#), [math](#)  
[Kokuto-Mikiya's solution](#)
- 2.**  
2030A  
[A Gift From Orangutan](#) · [Tutorial](#)  
Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [sortings](#)  
[Kokuto-Mikiya's solution](#)
- 3.**  
2025A  
[Two Screens](#) · [Tutorial](#)  
Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: [binary search](#), [greedy](#), [strings](#), [two pointers](#)  
[Kokuto-Mikiya's solution](#)
- 4.**  
2021A  
[Meaning Mean](#) · [Tutorial](#)  
Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: [data structures](#), [greedy](#), [math](#), [sortings](#)  
[Kokuto-Mikiya's solution](#)
- 5.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [greedy](#), [sortings](#)  
[Kokuto-Mikiya's solution](#)
- 6.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)  
[Kokuto-Mikiya's solution](#)
- 7.**  
1983A  
[Array Divisibility](#) · [Tutorial](#)  
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[Kokuto-Mikiya's solution](#)
- 8.**  
1989A  
[Catch the Coin](#) · [Tutorial](#)  
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)  
[Kokuto-Mikiya's solution](#)
- 9.**  
1982A  
[Soccer](#) · [Tutorial](#)  
Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [math](#),

sortings

[Kokuto-Mikiya's solution](#)

**10.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Kokuto-Mikiya's solution](#)

**11.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Kokuto-Mikiya's solution](#)

**12.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Kokuto-Mikiya's solution](#)

**13.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Kokuto-Mikiya's solution](#)

**14.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kokuto-Mikiya's solution](#)

**15.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[Kokuto-Mikiya's solution](#)

**16.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kokuto-Mikiya's solution](#)

**17.**

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[Kokuto-Mikiya's solution](#)

**18.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Kokuto-Mikiya's solution](#)

**19.**

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kokuto-Mikiya's solution](#)

**20.**

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, number theory

[Kokuto-Mikiya's solution](#)

**21.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[Kokuto-Mikiya's solution](#)

**22.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kokuto-Mikiya's solution](#)

**23.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kokuto-Mikiya's solution](#)

**24.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Kokuto-Mikiya's solution](#)

**25.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Kokuto-Mikiya's solution](#)

**26.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Kokuto-Mikiya's solution](#)

**27.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kokuto-Mikiya's solution](#)

**28.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Kokuto-Mikiya's solution](#)

**29.**

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Kokuto-Mikiya's solution](#)

**30.**

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Kokuto-Mikiya's solution](#)

**31.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Kokuto-Mikiya's solution](#)

**32.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Kokuto-Mikiya's solution](#)

**33.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Kokuto-Mikiya's solution](#)

**34.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kokuto-Mikiya's solution](#)

**35.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kokuto-Mikiya's solution](#)

**36.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kokuto-Mikiya's solution](#)

**37.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Kokuto-Mikiya's solution](#)

**38.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kokuto-Mikiya's solution](#)

**39.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kokuto-Mikiya's solution](#)

**40.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,425 global accepts · Rating: 1300 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings  
[Kokuto-Mikiya's solution](#)

**41.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Kokuto-Mikiya's solution](#)

**42.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kokuto-Mikiya's solution](#)

**43.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Kokuto-Mikiya's solution](#)

**44.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Kokuto-Mikiya's solution](#)

**45.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[Kokuto-Mikiya's solution](#)

**46.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kokuto-Mikiya's solution](#)

**47.**

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[Kokuto-Mikiya's solution](#)

**48.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[Kokuto-Mikiya's solution](#)

**49.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kokuto-Mikiya's solution](#)

**50.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Kokuto-Mikiya's solution](#)

- 51.**  
707C  
[Pythagorean Triples](#) · [Tutorial](#)  
Quality: 13,481 global accepts · Rating: 1500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[Kokuto-Mikiya's solution](#)
- 52.**  
1551C  
[Interesting Story](#) · [Tutorial](#)  
Quality: 14,544 global accepts · Rating: 1500 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, strings  
[Kokuto-Mikiya's solution](#)
- 53.**  
1553D  
[Backspace](#) · [Tutorial](#)  
Quality: 15,086 global accepts · Rating: 1500 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings, two pointers  
[Kokuto-Mikiya's solution](#)
- 54.**  
1552B  
[Running for Gold](#) · [Tutorial](#)  
Quality: 16,932 global accepts · Rating: 1500 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[Kokuto-Mikiya's solution](#)
- 55.**  
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  
[Kokuto-Mikiya's solution](#)
- 56.**  
1971E  
[Find the Car](#) · [Tutorial](#)  
Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings  
[Kokuto-Mikiya's solution](#)
- 57.**  
1519D  
[Maximum Sum of Products](#) · [Tutorial](#)  
Quality: 17,633 global accepts · Rating: 1600 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[Kokuto-Mikiya's solution](#)
- 58.**  
2028C  
[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)  
Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers  
[Kokuto-Mikiya's solution](#)
- 59.**  
2018A  
[Cards Partition](#) · [Tutorial](#)  
Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[Kokuto-Mikiya's solution](#)
- 60.**  
1971F  
[Circle Perimeter](#) · [Tutorial](#)  
Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math  
[Kokuto-Mikiya's solution](#)

61.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Kokuto-Mikiya's solution](#)

62.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kokuto-Mikiya's solution](#)

63.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Kokuto-Mikiya's solution](#)

64.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Kokuto-Mikiya's solution](#)

65.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Kokuto-Mikiya's solution](#)

66.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Kokuto-Mikiya's solution](#)

67.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Kokuto-Mikiya's solution](#)

68.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Kokuto-Mikiya's solution](#)

69.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[Kokuto-Mikiya's solution](#)

70.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings, strings

[Kokuto-Mikiya's solution](#)

**71.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Kokuto-Mikiya's solution](#)

**72.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Kokuto-Mikiya's solution](#)

**73.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Kokuto-Mikiya's solution](#)

**74.**

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Kokuto-Mikiya's solution](#)

**75.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Kokuto-Mikiya's solution](#)

**76.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Kokuto-Mikiya's solution](#)

**77.**

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Kokuto-Mikiya's solution](#)

**78.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Kokuto-Mikiya's solution](#)

**79.**

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Kokuto-Mikiya's solution](#)

**80.**

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

[Kokuto-Mikiya's solution](#)

**81.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Kokuto-Mikiya's solution](#)

**82.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Kokuto-Mikiya's solution](#)

**83.**

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Kokuto-Mikiya's solution](#)

**84.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kokuto-Mikiya's solution](#)