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Unique solved — Lilypad

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

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Filters: none

Count: 267

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Lilypad's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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4.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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5.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

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6.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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7.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math

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8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · Java 21 (first AC) · Tags: constructive algorithms, greedy

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9.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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10.

2111A

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Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: greedy, implementation, math

[Lilypad's solution](#)

11.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

12.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · Java 21 (first AC) · Tags: greedy, strings

[Lilypad's solution](#)

13.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · Java 21 (first AC) · Tags: constructive algorithms, greedy, sortings

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14.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math, strings

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15.

2061A

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Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · Java 21 (first AC) · Tags: math

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16.

2056A

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[Lilypad's solution](#)

17.

2055A

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[Lilypad's solution](#)

18.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: constructive algorithms, math

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19.

2053A

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Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: dp, geometry, greedy, math

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20.

2034A

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Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · Java 21 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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21.

1957A

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Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-11-19 · Java 21 (first AC) · Tags: constructive algorithms, greedy

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22.

2030B

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Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-15 · Java 21 (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Lilypad's solution](#)

23.

2030A

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Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-15 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Lilypad's solution](#)

24.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: greedy, math

[Lilypad's solution](#)

25.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · Java 21 (first AC) · Tags: implementation, math

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26.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · Java 21 (first AC) · Tags: geometry, implementation, math

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27.

2025A

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Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · Java 21 (first AC) · Tags: binary search, greedy, strings, two pointers

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28.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · Java 21 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Lilypad's solution](#)

29.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: brute force, implementation

[Lilypad's solution](#)

30.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: brute force, math

[Lilypad's solution](#)

31.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2024-09-13 · Java 21 (first AC) · Tags: greedy, math, number theory

[Lilypad's solution](#)

32.

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: games, greedy, sortings

[Lilypad's solution](#)

33.

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: greedy, strings

[Lilypad's solution](#)

34.

2001B

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Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: constructive algorithms

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35.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: greedy, implementation

[Lilypad's solution](#)

36.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: constructive algorithms, implementation, math

[Lilypad's solution](#)

37.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · Java 21 (first AC) · Tags: constructive algorithms, implementation, math

[Lilypad's solution](#)

38.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: greedy, implementation

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39.

1983A

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

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[Lilypad's solution](#)

40.

71A

[Way Too Long Words](#) · [Tutorial](#)

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41.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,018 global accepts · Rating: 800 · first AC: 2024-07-02 · Java 21 (first AC) · Tags: brute force, math

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42.

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: greedy, math

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- 43.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · Java 21 (first AC) · Tags: brute force, greedy, implementation
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- 44.**
1976A
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Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · Java 21 (first AC) · Tags: implementation, sortings, strings
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- 45.**
1977A
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Quality: 39,204 global accepts · Rating: 800 · first AC: 2024-05-26 · Java 21 (first AC) · Tags: math
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- 46.**
1975A
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Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, greedy, implementation, sortings
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1972A
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- 48.**
1969A
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Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · Java 21 (first AC) · Tags: constructive algorithms, implementation, math
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- 49.**
1926B
[Vlad and Shapes](#) · [Tutorial](#)
Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · Java 8 (first AC) · Tags: geometry, implementation
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- 50.**
1926A
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Quality: 62,211 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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- 51.**
546A
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Quality: 235,256 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Lilypad's solution](#)
- 52.**
231A
[Team](#) · [Tutorial](#)
Quality: 430,354 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Lilypad's solution](#)
- 53.**
2178B
[Impost or Sus](#) · [Tutorial](#)
Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[Lilypad's solution](#)

54.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · Java 21 (first AC) · Tags: greedy, math

[Lilypad's solution](#)

55.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Lilypad's solution](#)

56.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · Java 21 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Lilypad's solution](#)

57.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-13 · Java 21 (first AC) · Tags: data structures, greedy

[Lilypad's solution](#)

58.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · Java 21 (first AC) · Tags: brute force, games, greedy, sortings

[Lilypad's solution](#)

59.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · Java 21 (first AC) · Tags: greedy, implementation

[Lilypad's solution](#)

60.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · Java 21 (first AC) · Tags: brute force, greedy, implementation, math

[Lilypad's solution](#)

61.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · Java 21 (first AC) · Tags: games

[Lilypad's solution](#)

62.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

63.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Lilypad's solution](#)

64.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2025-01-25 · Java 21 (first AC) · Tags: constructive algorithms, implementation
[Lilypad's solution](#)

65.

2055B

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Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · Java 21 (first AC) · Tags: constructive algorithms, greedy, sortings
[Lilypad's solution](#)

66.

2057B

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Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: greedy, sortings
[Lilypad's solution](#)

67.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · Java 21 (first AC) · Tags: data structures, greedy, implementation, two pointers
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68.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2024-09-25 · Java 21 (first AC) · Tags: implementation
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69.

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · Java 21 (first AC) · Tags: greedy, math, sortings
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70.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: constructive algorithms, games
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71.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · Java 21 (first AC) · Tags: constructive algorithms, math, number theory
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72.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2024-07-18 · Java 21 (first AC) · Tags: greedy, shortest paths
[Lilypad's solution](#)

73.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2024-07-02 · Java 21 (first AC) · Tags: math
[Lilypad's solution](#)

74.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: greedy
[Lilypad's solution](#)

75.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · Java 21 (first AC) · Tags: bitmasks, greedy

[Lilypad's solution](#)

76.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, greedy, math, sortings

[Lilypad's solution](#)

77.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

78.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · Java 21 (first AC) · Tags: greedy, math

[Lilypad's solution](#)

79.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: brute force, greedy, two pointers

[Lilypad's solution](#)

80.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: brute force, dp, implementation, math

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81.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · Java 21 (first AC) · Tags: greedy, math, sortings

[Lilypad's solution](#)

82.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · Java 21 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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83.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · Java 21 (first AC) · Tags: binary search, geometry

[Lilypad's solution](#)

84.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-11-19 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Lilypad's solution](#)

85.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-15 · Java 21 (first AC) · Tags: brute force, games, greedy

[Lilypad's solution](#)

86.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: constructive algorithms, games, strings

[Lilypad's solution](#)

87.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · Java 21 (first AC) · Tags: brute force, greedy

[Lilypad's solution](#)

88.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · Java 21 (first AC) · Tags: combinatorics, dp, math

[Lilypad's solution](#)

89.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: implementation, math

[Lilypad's solution](#)

90.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy

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91.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · Java 21 (first AC) · Tags: greedy, implementation

[Lilypad's solution](#)

92.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Lilypad's solution](#)

93.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Lilypad's solution](#)

94.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Lilypad's solution](#)

95.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Lilypad's solution](#)

96.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · Java 21 (first AC) · Tags: brute force, math

[Lilypad's solution](#)

97.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2025-01-25 · Java 21 (first AC) · Tags: brute force, implementation

[Lilypad's solution](#)

98.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2025-01-25 · Java 21 (first AC) · Tags: dp, greedy, sortings

[Lilypad's solution](#)

99.

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math

[Lilypad's solution](#)

100.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: binary search, brute force, data structures, greedy

[Lilypad's solution](#)

101.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · Java 21 (first AC) · Tags: binary search, math

[Lilypad's solution](#)

102.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2024-09-25 · Java 21 (first AC) · Tags: implementation, strings

[Lilypad's solution](#)

103.

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · Java 21 (first AC) · Tags: binary search, greedy, math, sortings

[Lilypad's solution](#)

104.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Lilypad's solution](#)

105.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

106.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, geometry, greedy, math

[Lilypad's solution](#)

107.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

108.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Lilypad's solution](#)

109.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · Java 21 (first AC) · Tags: dp, greedy

[Lilypad's solution](#)

110.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · Java 21 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Lilypad's solution](#)

111.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: binary search, brute force, greedy

[Lilypad's solution](#)

112.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · Java 8 (first AC) · Tags: dp, implementation

[Lilypad's solution](#)

113.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Lilypad's solution](#)

114.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Lilypad's solution](#)

115.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Lilypad's solution](#)

116.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · Java 21 (first AC) · Tags: games, greedy

[Lilypad's solution](#)

117.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · Java 21 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Lilypad's solution](#)

118.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Lilypad's solution](#)

119.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · Java 21 (first AC) · Tags: constructive algorithms, implementation

[Lilypad's solution](#)

120.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · Java 21 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Lilypad's solution](#)

121.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · Java 21 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Lilypad's solution](#)

122.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · Java 21 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Lilypad's solution](#)

123.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · Java 21 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Lilypad's solution](#)

124.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: data structures, hashing, implementation

[Lilypad's solution](#)

125.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math

[Lilypad's solution](#)

126.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Lilypad's solution](#)

127.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1300 · first AC: 2024-02-19 · Java 8 (first AC) · Tags: bitmasks, greedy

[Lilypad's solution](#)

128.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Lilypad's solution](#)

129.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · Java 21 (first AC) · Tags: games, greedy, sortings

[Lilypad's solution](#)

130.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Lilypad's solution](#)

131.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2025-01-25 · Java 21 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Lilypad's solution](#)

132.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · Java 21 (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Lilypad's solution](#)

133.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Lilypad's solution](#)

134.

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, math

[Lilypad's solution](#)

135.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · Java 21 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Lilypad's solution](#)

136.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: binary search, math, ternary search

[Lilypad's solution](#)

137.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: geometry, math

[Lilypad's solution](#)

138.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · Java 21 (first AC) · Tags: binary search, brute force, greedy, implementation

[Lilypad's solution](#)

139.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · Java 21 (first AC) · Tags: brute force, math, number theory

[Lilypad's solution](#)

140.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · Java 21 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Lilypad's solution](#)

141.

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

[Lilypad's solution](#)

142.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Lilypad's solution](#)

143.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Lilypad's solution](#)

144.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Lilypad's solution](#)

145.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-13 · Java 21 (first AC) · Tags: math, number theory

[Lilypad's solution](#)

146.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: greedy, math

[Lilypad's solution](#)

147.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Lilypad's solution](#)

148.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · Java 21 (first AC) · Tags: brute force, greedy, math

[Lilypad's solution](#)

149.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2024-07-03 · Java 21 (first AC) · Tags: hashing, implementation

[Lilypad's solution](#)

150.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[Lilypad's solution](#)

151.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · Java 21 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Lilypad's solution](#)

152.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · Java 21 (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Lilypad's solution](#)

153.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · Java 21 (first AC) · Tags: bitmasks, data structures

[Lilypad's solution](#)

154.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · Java 21 (first AC) · Tags: 2-sat, combinatorics, dp

[Lilypad's solution](#)

155.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Lilypad's solution](#)

156.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-11-19 · Java 21 (first AC) · Tags: combinatorics, dp, math

[Lilypad's solution](#)

157.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2024-07-02 · Java 21 (first AC) · Tags: implementation, math

[Lilypad's solution](#)

158.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2024-02-29 · Java 21 (first AC) · Tags: data structures, dp, math

[Lilypad's solution](#)

159.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Lilypad's solution](#)

160.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Lilypad's solution](#)

161.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Lilypad's solution](#)

162.

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

[Lilypad's solution](#)

163.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · Java 21 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Lilypad's solution](#)

164.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · Java 21 (first AC) · Tags: dp, implementation

[Lilypad's solution](#)

165.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Lilypad's solution](#)

166.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: binary search, data structures, dp, greedy

[Lilypad's solution](#)

167.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · Java 21 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Lilypad's solution](#)

168.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: bitmasks, data structures, flows, math

[Lilypad's solution](#)

169.

2006A

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

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Lilypad's solution](#)

170.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: dp, sortings

[Lilypad's solution](#)

171.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2024-07-08 · Java 21 (first AC) · Tags: brute force, dp, greedy

[Lilypad's solution](#)

172.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · Java 21 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Lilypad's solution](#)

173.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · Java 21 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Lilypad's solution](#)

174.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · Java 21 (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Lilypad's solution](#)

175.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · Java 21 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Lilypad's solution](#)

176.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · Java 21 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Lilypad's solution](#)

177.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · Java 21 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Lilypad's solution](#)

178.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · Java 21 (first AC) · Tags: dp, implementation, strings

[Lilypad's solution](#)

179.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, dsu,

math, trees

[Lilypad's solution](#)

180.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · Java 21 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Lilypad's solution](#)

181.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2024-07-18 · Java 21 (first AC) · Tags: brute force, games, implementation

[Lilypad's solution](#)

182.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · Java 21 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Lilypad's solution](#)

183.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Lilypad's solution](#)

184.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Lilypad's solution](#)

185.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Lilypad's solution](#)

186.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · Java 21 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Lilypad's solution](#)

187.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Lilypad's solution](#)

188.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · Java 21 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Lilypad's solution](#)

189.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Lilypad's solution](#)

190.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Lilypad's solution](#)

191.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Lilypad's solution](#)

192.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2024-09-26 · Java 21 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Lilypad's solution](#)

193.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-18 · Java 21 (first AC) · Tags: binary search, data structures, two pointers

[Lilypad's solution](#)

194.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Lilypad's solution](#)

195.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Lilypad's solution](#)

196.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · Java 21 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Lilypad's solution](#)

197.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Lilypad's solution](#)

198.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Lilypad's solution](#)

199.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2024-07-18 · Java 21 (first AC) · Tags: greedy, sortings

[Lilypad's solution](#)

200.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Lilypad's solution](#)

201.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Lilypad's solution](#)

202.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Lilypad's solution](#)

203.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · Java 21 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Lilypad's solution](#)

204.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · Java 21 (first AC) · Tags: combinatorics, constructive algorithms, math

[Lilypad's solution](#)

205.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · Java 21 (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Lilypad's solution](#)

206.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · last AC: 2025-01-12 · Java 21 (first AC) · Tags: greedy, implementation, math

[Lilypad's solution](#)

207.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · Java 21 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Lilypad's solution](#)

208.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-26 · Java 21 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Lilypad's solution](#)

209.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2024-07-04 · Java 21 (first AC) · Tags: dp, math

[Lilypad's solution](#)

210.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

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211.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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212.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · Java 21 (first AC) · Tags: greedy, implementation

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213.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-22 · Java 21 (first AC) · Tags: binary search, data structures, math, sortings, two pointers

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214.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Lilypad's solution](#)

215.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Lilypad's solution](#)

216.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2024-07-03 · Java 21 (first AC) · Tags: geometry, math

[Lilypad's solution](#)

217.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Lilypad's solution](#)

218.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Lilypad's solution](#)

219.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Lilypad's solution](#)

220.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · Java 21 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[Lilypad's solution](#)

221.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-16 · Java 21 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Lilypad's solution](#)

222.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · Java 21 (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Lilypad's solution](#)

223.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · Java 21 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Lilypad's solution](#)

224.

2147E

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

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

[Lilypad's solution](#)

225.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · Java 21 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Lilypad's solution](#)

226.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · Java 21 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Lilypad's solution](#)

227.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Java 21 (first AC) · Tags: brute force, data structures, dp

[Lilypad's solution](#)

228.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · Java 21 (first AC) · Tags: combinatorics, math, probabilities

[Lilypad's solution](#)

229.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Lilypad's solution](#)

230.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · Java 21 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Lilypad's solution](#)

231.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · Java 21 (first AC) · Tags: greedy, implementation, sortings

[Lilypad's solution](#)

232.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · Java 21 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Lilypad's solution](#)

233.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · last AC: 2025-07-20 · Java 21 (first AC) · Tags: combinatorics, dp, greedy, math

[Lilypad's solution](#)

234.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2024-08-14 · Java 21 (first AC) · Tags: greedy

[Lilypad's solution](#)

235.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2024-07-17 · Java 21 (first AC) · Tags: geometry

[Lilypad's solution](#)

236.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · Java 21 (first AC) · Tags: data structures, dp, greedy

[Lilypad's solution](#)

237.

106414M

[XORzocity](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

238.

106414I

[Ultimate Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

239.

106414J

[Superset Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

240.

106414K

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

241.

106414F

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[Lilypad's solution](#)

242.

106414B

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Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

243.

106414G

[Longest Step-function Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

244.

106414D

[Doubting Thomas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

245.

106414E

[BABA IS LOCKED](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

246.

106414L

[MEXpected Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Lilypad's solution](#)

247.

106414A

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248.

106414N

[Primemas](#) · [Tutorial](#)

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249.

106197H

[World Emperor](#) · [Tutorial](#)

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250.

106197F

[XOR Sorting](#) · [Tutorial](#)

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

[Lilypad's solution](#)

251.

106197C

[Divisor Lattice](#) · [Tutorial](#)

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

[Lilypad's solution](#)

252.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Lilypad's solution](#)

253.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Lilypad's solution](#)

254.

106197L

[Not a Magic Square](#) · [Tutorial](#)

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

[Lilypad's solution](#)

255.

106197I

[Grid Coloring](#) · [Tutorial](#)

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

[Lilypad's solution](#)

256.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Lilypad's solution](#)

257.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Lilypad's solution](#)

258.

106197D

[Thomas Trade](#) · [Tutorial](#)

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259.

106197O

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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260.

106197B

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261.

104671F

[Subset AND](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

262.

104671C

[Destroy Columbia](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

263.

104671B

[Starving](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

264.

104671E

[Cards in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

265.

104671H

[Cyclically Coprime](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

266.

104671K

[Necro Fantasia by MISATO \[Lasse's Lunatic\] +DT 4miss 94.29 420pp](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)

267.

104671A

[Maximize Meal Quality](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · Java 21 (first AC) · Tags: —

[Lilypad's solution](#)