

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

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# Unique solved — LingLuo Official

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

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

Filters: none

Count: 177

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,799 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[LingLuo Official's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[LingLuo Official's solution](#)

3.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 800 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[LingLuo Official's solution](#)

4.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,082 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LingLuo Official's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,685 global accepts · Rating: 800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LingLuo Official's solution](#)

6.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,509 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LingLuo Official's solution](#)

7.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,547 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[LingLuo Official's solution](#)

8.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,749 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[LingLuo Official's solution](#)

9.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,236 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[LingLuo Official's solution](#)

**10.**

2163A

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

Quality: 19,595 global accepts · Rating: 800 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[LingLuo Official's solution](#)

**11.**

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,735 global accepts · Rating: 800 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[LingLuo Official's solution](#)

**12.**

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 800 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[LingLuo Official's solution](#)

**13.**

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[LingLuo Official's solution](#)

**14.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 800 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[LingLuo Official's solution](#)

**15.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[LingLuo Official's solution](#)

**16.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,301 global accepts · Rating: 800 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[LingLuo Official's solution](#)

**17.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,993 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LingLuo Official's solution](#)

**18.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,369 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LingLuo Official's solution](#)

**19.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[LingLuo Official's solution](#)

**20.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,839 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[LingLuo Official's solution](#)

**21.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,784 global accepts · Rating: 800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[LingLuo Official's solution](#)

**22.**

2188A

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

Quality: 25,908 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[LingLuo Official's solution](#)

**23.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[LingLuo Official's solution](#)

**24.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[LingLuo Official's solution](#)

**25.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,899 global accepts · Rating: 800 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[LingLuo Official's solution](#)

**26.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 900 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[LingLuo Official's solution](#)

**27.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[LingLuo Official's solution](#)

**28.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[LingLuo Official's solution](#)

**29.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,118 global accepts · Rating: 900 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[LingLuo Official's solution](#)

**30.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,065 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[LingLuo Official's solution](#)

**31.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[LingLuo\\_Official's solution](#)

**32.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,406 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[LingLuo\\_Official's solution](#)

**33.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,907 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[LingLuo\\_Official's solution](#)

**34.**

2192B

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

Quality: 14,552 global accepts · Rating: 1000 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[LingLuo\\_Official's solution](#)

**35.**

2203B

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

Quality: 14,301 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[LingLuo\\_Official's solution](#)

**36.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[LingLuo\\_Official's solution](#)

**37.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,913 global accepts · Rating: 1000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[LingLuo\\_Official's solution](#)

**38.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,017 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LingLuo\\_Official's solution](#)

**39.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 16,635 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LingLuo\\_Official's solution](#)

**40.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[LingLuo\\_Official's solution](#)

**41.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[LingLuo\\_Official's solution](#)

**42.**

2197B

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

Quality: 15,901 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules, sortings, two pointers

[LingLuo Official's solution](#)

**43.**

2210C1

[A Simple GCD Problem \(Easy Version\) · Tutorial](#)

Quality: 12,817 global accepts · Rating: 1200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[LingLuo Official's solution](#)

**44.**

2175C

[Needle in a Haystack · Tutorial](#)

Rating: 1200 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LingLuo Official's solution](#)

**45.**

2189B

[The Curse of the Frog · Tutorial](#)

Quality: 15,312 global accepts · Rating: 1200 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LingLuo Official's solution](#)

**46.**

2202B

[ABAB Construction · Tutorial](#)

Quality: 11,148 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[LingLuo Official's solution](#)

**47.**

2197C

[Game with a Fraction · Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[LingLuo Official's solution](#)

**48.**

2191C

[Sorting Game · Tutorial](#)

Rating: 1200 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: games

[LingLuo Official's solution](#)

**49.**

2182C

[Production of Snowmen · Tutorial](#)

Quality: 15,521 global accepts · Rating: 1200 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[LingLuo Official's solution](#)

**50.**

1943A

[MEX Game 1 · Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[LingLuo Official's solution](#)

**51.**

2217C

[Grid Covering · Tutorial](#)

Quality: 10,437 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[LingLuo Official's solution](#)

**52.**

2211C1

[Equal Multisets \(Easy Version\) · Tutorial](#)

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[LingLuo Official's solution](#)

**53.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,674 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[LingLuo Official's solution](#)

**54.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[LingLuo Official's solution](#)

**55.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LingLuo Official's solution](#)

**56.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LingLuo Official's solution](#)

**57.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,901 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[LingLuo Official's solution](#)

**58.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[LingLuo Official's solution](#)

**59.**

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[LingLuo Official's solution](#)

**60.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[LingLuo Official's solution](#)

**61.**

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LingLuo Official's solution](#)

**62.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[LingLuo Official's solution](#)

**63.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[LingLuo Official's solution](#)

**64.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[LingLuo Official's solution](#)

**65.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[LingLuo Official's solution](#)

**66.**

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LingLuo Official's solution](#)

**67.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[LingLuo Official's solution](#)

**68.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[LingLuo Official's solution](#)

**69.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[LingLuo Official's solution](#)

**70.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,037 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[LingLuo Official's solution](#)

**71.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[LingLuo Official's solution](#)

**72.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1600 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[LingLuo Official's solution](#)

**73.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[LingLuo\\_Official's solution](#)

**74.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LingLuo\\_Official's solution](#)

**75.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,951 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[LingLuo\\_Official's solution](#)

**76.**

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LingLuo\\_Official's solution](#)

**77.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LingLuo\\_Official's solution](#)

**78.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LingLuo\\_Official's solution](#)

**79.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[LingLuo\\_Official's solution](#)

**80.**

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[LingLuo\\_Official's solution](#)

**81.**

2202D

[Recollect Numbers](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LingLuo\\_Official's solution](#)

**82.**

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy

[LingLuo\\_Official's solution](#)

**83.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LingLuo\\_Official's solution](#)

**84.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[LingLuo Official's solution](#)

**85.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[LingLuo Official's solution](#)

**86.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LingLuo Official's solution](#)

**87.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[LingLuo Official's solution](#)

**88.**

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[LingLuo Official's solution](#)

**89.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,762 global accepts · Rating: 1800 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[LingLuo Official's solution](#)

**90.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[LingLuo Official's solution](#)

**91.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[LingLuo Official's solution](#)

**92.**

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[LingLuo Official's solution](#)

**93.**

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[LingLuo Official's solution](#)

**94.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[LingLuo Official's solution](#)

**95.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LingLuo Official's solution](#)

**96.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,897 global accepts · Rating: 1900 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LingLuo Official's solution](#)

**97.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,341 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[LingLuo Official's solution](#)

**98.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[LingLuo Official's solution](#)

**99.**

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LingLuo Official's solution](#)

**100.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[LingLuo Official's solution](#)

**101.**

2191D2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[LingLuo Official's solution](#)

**102.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LingLuo Official's solution](#)

**103.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[LingLuo Official's solution](#)

**104.**

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[LingLuo Official's solution](#)

**105.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[LingLuo Official's solution](#)

**106.**

2202E

[Rigged Bracket Sequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LingLuo Official's solution](#)

**107.**

2197E2

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

Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[LingLuo Official's solution](#)

**108.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[LingLuo Official's solution](#)

**109.**

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[LingLuo Official's solution](#)

**110.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[LingLuo Official's solution](#)

**111.**

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[LingLuo Official's solution](#)

**112.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LingLuo Official's solution](#)

**113.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[LingLuo Official's solution](#)

**114.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[LingLuo Official's solution](#)

**115.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[LingLuo\\_Official's solution](#)

**116.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[LingLuo\\_Official's solution](#)

**117.**

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[LingLuo\\_Official's solution](#)

**118.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[LingLuo\\_Official's solution](#)

**119.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[LingLuo\\_Official's solution](#)

**120.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[LingLuo\\_Official's solution](#)

**121.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[LingLuo\\_Official's solution](#)

**122.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[LingLuo\\_Official's solution](#)

**123.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LingLuo\\_Official's solution](#)

**124.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 2300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[LingLuo Official's solution](#)

## 125.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[LingLuo Official's solution](#)

## 126.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[LingLuo Official's solution](#)

## 127.

2191E

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

Rating: 2300 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: interactive, two pointers

[LingLuo Official's solution](#)

## 128.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[LingLuo Official's solution](#)

## 129.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[LingLuo Official's solution](#)

## 130.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[LingLuo Official's solution](#)

## 131.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[LingLuo Official's solution](#)

## 132.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[LingLuo Official's solution](#)

## 133.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[LingLuo Official's solution](#)

## 134.

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[LingLuo\\_Official's solution](#)

**135.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LingLuo\\_Official's solution](#)

**136.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[LingLuo\\_Official's solution](#)

**137.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[LingLuo\\_Official's solution](#)

**138.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[LingLuo\\_Official's solution](#)

**139.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[LingLuo\\_Official's solution](#)

**140.**

2175E2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[LingLuo\\_Official's solution](#)

**141.**

2197F

[Double Bracket Sequence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy

[LingLuo\\_Official's solution](#)

**142.**

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[LingLuo\\_Official's solution](#)

**143.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[LingLuo\\_Official's solution](#)

**144.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2026-01-11 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[LingLuo\\_Official's solution](#)

**145.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[LingLuo\\_Official's solution](#)

**146.**

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[LingLuo\\_Official's solution](#)

**147.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[LingLuo\\_Official's solution](#)

**148.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[LingLuo\\_Official's solution](#)

**149.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[LingLuo\\_Official's solution](#)

**150.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LingLuo\\_Official's solution](#)

**151.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[LingLuo\\_Official's solution](#)

**152.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2026-04-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[LingLuo\\_Official's solution](#)

**153.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[LingLuo\\_Official's solution](#)

**154.**

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[LingLuo\\_Official's solution](#)

**155.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[LingLuo\\_Official's solution](#)

**156.**

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[LingLuo\\_Official's solution](#)

**157.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[LingLuo\\_Official's solution](#)

**158.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[LingLuo\\_Official's solution](#)

**159.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[LingLuo\\_Official's solution](#)

**160.**

2191G

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

Rating: 3200 · first AC: 2026-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[LingLuo\\_Official's solution](#)

**161.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[LingLuo\\_Official's solution](#)

**162.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[LingLuo\\_Official's solution](#)

**163.**

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LingLuo\\_Official's solution](#)

**164.**

105668H

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**165.**

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**166.**

106056H

[Swapping Operation](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**167.**

106047A

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

Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**168.**

104197N

[No Zero-Sum Subsegment](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**169.**

105645I

[Interval Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**170.**

104197G

[Graph Problem With Small  \$n\$](#)  · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**171.**

106056G

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**172.**

106047L

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LingLuo\\_Official's solution](#)

**173.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[LingLuo\\_Official's solution](#)

**174.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[LingLuo\\_Official's solution](#)

**175.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[LingLuo Official's solution](#)

**176.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LingLuo Official's solution](#)

**177.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LingLuo Official's solution](#)