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Unique solved — OneCyborg

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

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

Filters: none

Count: 138

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[OneCyborg's solution](#)

2.

2205B

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

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[OneCyborg's solution](#)

3.

2205A

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

Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[OneCyborg's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,985 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OneCyborg's solution](#)

5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,440 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[OneCyborg's solution](#)

6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,331 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[OneCyborg's solution](#)

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[OneCyborg's solution](#)

8.

2153B

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

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[OneCyborg's solution](#)

9.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

10.

2145A

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

Quality: 30,758 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OneCyborg's solution](#)

11.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[OneCyborg's solution](#)

12.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[OneCyborg's solution](#)

13.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OneCyborg's solution](#)

14.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[OneCyborg's solution](#)

15.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OneCyborg's solution](#)

16.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[OneCyborg's solution](#)

17.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

18.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,827 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[OneCyborg's solution](#)

19.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,824 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OneCyborg's solution](#)

20.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OneCyborg's solution](#)

21.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[OneCyborg's solution](#)

22.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[OneCyborg's solution](#)

23.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[OneCyborg's solution](#)

24.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OneCyborg's solution](#)

25.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

26.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OneCyborg's solution](#)

27.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,694 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[OneCyborg's solution](#)

28.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,084 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[OneCyborg's solution](#)

29.

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

30.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[OneCyborg's solution](#)

31.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[OneCyborg's solution](#)

32.

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[OneCyborg's solution](#)

33.

71A

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

Quality: 503,245 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[OneCyborg's solution](#)

34.

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[OneCyborg's solution](#)

35.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[OneCyborg's solution](#)

36.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[OneCyborg's solution](#)

37.

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[OneCyborg's solution](#)

38.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[OneCyborg's solution](#)

39.

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[OneCyborg's solution](#)

40.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[OneCyborg's solution](#)

41.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[OneCyborg's solution](#)

42.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[OneCyborg's solution](#)

43.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[OneCyborg's solution](#)

44.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[OneCyborg's solution](#)

45.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OneCyborg's solution](#)

46.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[OneCyborg's solution](#)

47.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[OneCyborg's solution](#)

48.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[OneCyborg's solution](#)

49.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[OneCyborg's solution](#)

50.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[OneCyborg's solution](#)

51.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OneCyborg's solution](#)

52.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

53.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[OneCyborg's solution](#)

54.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[OneCyborg's solution](#)

55.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[OneCyborg's solution](#)

56.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[OneCyborg's solution](#)

57.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[OneCyborg's solution](#)

58.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[OneCyborg's solution](#)

59.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[OneCyborg's solution](#)

60.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[OneCyborg's solution](#)

61.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[OneCyborg's solution](#)

62.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[OneCyborg's solution](#)

63.

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[OneCyborg's solution](#)

64.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[OneCyborg's solution](#)

65.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[OneCyborg's solution](#)

66.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OneCyborg's solution](#)

67.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[OneCyborg's solution](#)

68.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[OneCyborg's solution](#)

69.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[OneCyborg's solution](#)

70.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[OneCyborg's solution](#)

71.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,017 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[OneCyborg's solution](#)

72.

2205C

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

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

73.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[OneCyborg's solution](#)

74.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[OneCyborg's solution](#)

75.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[OneCyborg's solution](#)

76.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[OneCyborg's solution](#)

77.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[OneCyborg's solution](#)

78.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[OneCyborg's solution](#)

79.

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[OneCyborg's solution](#)

80.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[OneCyborg's solution](#)

81.

2196B

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

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[OneCyborg's solution](#)

82.

2182D

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

Quality: 8,949 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[OneCyborg's solution](#)

83.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[OneCyborg's solution](#)

84.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[OneCyborg's solution](#)

85.

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[OneCyborg's solution](#)

86.

2205D

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

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[OneCyborg's solution](#)

87.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[OneCyborg's solution](#)

88.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[OneCyborg's solution](#)

89.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[OneCyborg's solution](#)

90.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[OneCyborg's solution](#)

91.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[OneCyborg's solution](#)

92.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[OneCyborg's solution](#)

93.

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[OneCyborg's solution](#)

94.

2153D

[Not Alone · Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[OneCyborg's solution](#)

95.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[OneCyborg's solution](#)

96.

2155D

[Batteries · Tutorial](#)

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97.

2143D1

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98.

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99.

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100.

2139D

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101.

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102.

2140D

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103.

2139E2

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104.

2136E

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105.

2207E1

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106.

2205E

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107.

2145E

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108.

2119D

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Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[OneCyborg's solution](#)

109.

2206C

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110.

2203E

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111.

2178F

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Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[OneCyborg's solution](#)

112.

2155E

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Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
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113.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[OneCyborg's solution](#)

114.

2137G

[Cry Me a River](#) · [Tutorial](#)

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115.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math
[OneCyborg's solution](#)

116.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math
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117.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[OneCyborg's solution](#)

118.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[OneCyborg's solution](#)

119.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[OneCyborg's solution](#)

120.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[OneCyborg's solution](#)

121.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[OneCyborg's solution](#)

122.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, games, trees

[OneCyborg's solution](#)

123.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[OneCyborg's solution](#)

124.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[OneCyborg's solution](#)

125.

2203F

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

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[OneCyborg's solution](#)

126.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[OneCyborg's solution](#)

127.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[OneCyborg's solution](#)

128.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[OneCyborg's solution](#)

129.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OneCyborg's solution](#)

130.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[OneCyborg's solution](#)

131.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[OneCyborg's solution](#)

132.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[OneCyborg's solution](#)

133.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[OneCyborg's solution](#)

134.

2219D

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

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[OneCyborg's solution](#)

135.

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

[OneCyborg's solution](#)

136.

2219B2

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

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[OneCyborg's solution](#)

137.

2219B1

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

Quality: 3,601 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

[OneCyborg's solution](#)

138.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[OneCyborg's solution](#)