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Unique solved — Peasant

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

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

Filters: none

Count: 206

1.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: [data structures](#), [implementation](#), [sortings](#)

[Peasant's solution](#)

2.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,349 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [strings](#)

[Peasant's solution](#)

3.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,951 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#)

[Peasant's solution](#)

4.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [sortings](#)

[Peasant's solution](#)

5.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [data structures](#), [implementation](#)

[Peasant's solution](#)

6.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#)

[Peasant's solution](#)

7.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[Peasant's solution](#)

8.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: [games](#), [math](#)

[Peasant's solution](#)

9.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: [combinatorics](#), [greedy](#), [math](#)

[Peasant's solution](#)

10.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Peasant's solution](#)

11.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Peasant's solution](#)

12.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Peasant's solution](#)

13.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Peasant's solution](#)

14.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Peasant's solution](#)

15.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Peasant's solution](#)

16.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Peasant's solution](#)

17.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Peasant's solution](#)

18.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Peasant's solution](#)

19.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Peasant's solution](#)

20.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Peasant's solution](#)

21.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Peasant's solution](#)

22.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Peasant's solution](#)

23.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[Peasant's solution](#)

24.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Peasant's solution](#)

25.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Peasant's solution](#)

26.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Peasant's solution](#)

27.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Peasant's solution](#)

28.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Peasant's solution](#)

29.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Peasant's solution](#)

30.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Peasant's solution](#)

31.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: dsu, greedy, implementation

[Peasant's solution](#)

32.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Peasant's solution](#)

33.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Peasant's solution](#)

34.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Peasant's solution](#)

35.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,401 global accepts · Rating: 1400 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Peasant's solution](#)

36.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Peasant's solution](#)

37.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Peasant's solution](#)

38.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Peasant's solution](#)

39.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Peasant's solution](#)

40.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Peasant's solution](#)

41.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Peasant's solution](#)

42.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Peasant's solution](#)

43.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Peasant's solution](#)

44.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Peasant's solution](#)

45.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Peasant's solution](#)

46.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Peasant's solution](#)

47.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Peasant's solution](#)

48.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Peasant's solution](#)

49.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[Peasant's solution](#)

50.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Peasant's solution](#)

51.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms

[Peasant's solution](#)

52.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Peasant's solution](#)

53.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Peasant's solution](#)

54.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Peasant's solution](#)

55.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[Peasant's solution](#)

56.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Peasant's solution](#)

57.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[Peasant's solution](#)

58.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Peasant's solution](#)

59.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Peasant's solution](#)

60.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Peasant's solution](#)

61.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[Peasant's solution](#)

62.

80D

[Falling Anvils](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities

[Peasant's solution](#)

63.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Peasant's solution](#)

64.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[Peasant's solution](#)

65.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Peasant's solution](#)

66.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-29 · GNU C++ (first AC) · Tags: —

[Peasant's solution](#)

67.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Peasant's solution](#)

68.

1265D

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

Rating: 1900 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Peasant's solution](#)

69.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Peasant's solution](#)

70.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[Peasant's solution](#)

71.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[Peasant's solution](#)

72.

1213E

[Two Small Strings](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Peasant's solution](#)

73.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Peasant's solution](#)

74.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms,

math, strings

[Peasant's solution](#)

75.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Peasant's solution](#)

76.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Peasant's solution](#)

77.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Peasant's solution](#)

78.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Peasant's solution](#)

79.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Peasant's solution](#)

80.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Peasant's solution](#)

81.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Peasant's solution](#)

82.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Peasant's solution](#)

83.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Peasant's solution](#)

84.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Peasant's solution](#)

85.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Peasant's solution](#)

86.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Peasant's solution](#)

87.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Peasant's solution](#)

88.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Peasant's solution](#)

89.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Peasant's solution](#)

90.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Peasant's solution](#)

91.

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Peasant's solution](#)

92.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Peasant's solution](#)

93.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Peasant's solution](#)

94.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[Peasant's solution](#)

95.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Peasant's solution](#)

96.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Peasant's solution](#)

97.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Peasant's solution](#)

98.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Peasant's solution](#)

99.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[Peasant's solution](#)

100.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[Peasant's solution](#)

101.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Peasant's solution](#)

102.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Peasant's solution](#)

103.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Peasant's solution](#)

104.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Peasant's solution](#)

105.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Peasant's solution](#)

106.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2019-12-08 · last AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Peasant's solution](#)

107.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Peasant's solution](#)

108.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Peasant's solution](#)

109.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

110.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

111.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

112.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

113.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

114.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

115.

106072I

[DAG Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

116.

106072H

[Tree Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

117.

106072C

[Jiaxun!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

118.

106072D

[Arcane Behemoths](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

119.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

120.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

121.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

122.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

123.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

124.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

125.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Peasant's solution](#)

126.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

127.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

128.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

129.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

130.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

131.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

132.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

133.

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

134.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

135.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

136.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

137.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

138.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

139.

105465B

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

Rating: — · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

140.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

141.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

142.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

143.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

144.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

145.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

146.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Peasant's solution](#)

147.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

148.

105141E

[Safe Memory Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · PyPy 3-64 (first AC) · Tags: —

[Peasant's solution](#)

149.

105141I

[Open BSUIR](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

150.

105141K

[Starry Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

151.

105141F

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

152.

105141D

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

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

153.

105141H

[Space Bar](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

154.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

155.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

156.

105492K

[Karaoke Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

157.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

158.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

159.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

160.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

161.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

162.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

163.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

164.

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

165.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

166.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

167.

104064G

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

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

168.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

169.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

170.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

171.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

172.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

173.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

174.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

175.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

176.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

177.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

178.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

179.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

180.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

181.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

182.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

183.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

184.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

185.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

186.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

187.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

188.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

189.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

190.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

191.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

192.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

193.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

194.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

195.

103185B

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

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

196.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

197.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

198.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

199.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

200.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[Peasant's solution](#)

201.

101727B

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

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

202.

101727A

[Time Through the Glass](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

203.

100004C

[Party Location](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

204.

100004E

[Class Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

205.

100004D

[Numbersrebmun](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)

206.

100004A

[Paper Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Peasant's solution](#)