

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

<https://cfelitetracker.vercel.app>

# Unique solved — PlayVoltz

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

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

Filters: none

Count: 295

1.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

2.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

3.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

4.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,230 global accepts · Rating: 800 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[PlayVoltz's solution](#)

5.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,471 global accepts · Rating: 800 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PlayVoltz's solution](#)

6.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,083 global accepts · Rating: 800 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[PlayVoltz's solution](#)

7.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,643 global accepts · Rating: 800 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[PlayVoltz's solution](#)

8.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[PlayVoltz's solution](#)

9.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,304 global accepts · Rating: 800 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[PlayVoltz's solution](#)

**10.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,056 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[PlayVoltz's solution](#)

**11.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,439 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, math

[PlayVoltz's solution](#)

**12.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,067 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[PlayVoltz's solution](#)

**13.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,837 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[PlayVoltz's solution](#)

**14.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,491 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[PlayVoltz's solution](#)

**15.**

2205B

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

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**16.**

2205A

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

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[PlayVoltz's solution](#)

**17.**

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,493 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[PlayVoltz's solution](#)

**18.**

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,154 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**19.**

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**20.**

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[PlayVoltz's solution](#)

**21.**

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[PlayVoltz's solution](#)

**22.**

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[PlayVoltz's solution](#)

**23.**

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[PlayVoltz's solution](#)

**24.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[PlayVoltz's solution](#)

**25.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[PlayVoltz's solution](#)

**26.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[PlayVoltz's solution](#)

**27.**

1065A

[Vasya and Chocolate](#) · [Tutorial](#)

Quality: 15,264 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[PlayVoltz's solution](#)

**28.**

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[PlayVoltz's solution](#)

**29.**

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[PlayVoltz's solution](#)

**30.**

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,979 global accepts · Rating: 800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, math  
[PlayVoltz's solution](#)

**31.**

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,720 global accepts · Rating: 800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**32.**

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,835 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[PlayVoltz's solution](#)

**33.**

2210A

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

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[PlayVoltz's solution](#)

**34.**

2211A

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

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**35.**

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PlayVoltz's solution](#)

**36.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[PlayVoltz's solution](#)

**37.**

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PlayVoltz's solution](#)

**38.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PlayVoltz's solution](#)

**39.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[PlayVoltz's solution](#)

**40.**

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[PlayVoltz's solution](#)

**41.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[PlayVoltz's solution](#)

42.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PlayVoltz's solution](#)

43.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

44.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,441 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[PlayVoltz's solution](#)

45.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,458 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[PlayVoltz's solution](#)

46.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[PlayVoltz's solution](#)

47.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[PlayVoltz's solution](#)

48.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[PlayVoltz's solution](#)

49.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

50.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PlayVoltz's solution](#)

51.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

52.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[PlayVoltz's solution](#)

**53.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,149 global accepts · Rating: 800 · first AC: 2023-11-26 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[PlayVoltz's solution](#)

**54.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[PlayVoltz's solution](#)

**55.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**56.**

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[PlayVoltz's solution](#)

**57.**

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,817 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[PlayVoltz's solution](#)

**58.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**59.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[PlayVoltz's solution](#)

**60.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[PlayVoltz's solution](#)

**61.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[PlayVoltz's solution](#)

**62.**

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[PlayVoltz's solution](#)

**63.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**64.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**65.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[PlayVoltz's solution](#)

**66.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**67.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[PlayVoltz's solution](#)

**68.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[PlayVoltz's solution](#)

**69.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PlayVoltz's solution](#)

**70.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[PlayVoltz's solution](#)

**71.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,151 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**72.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,566 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[PlayVoltz's solution](#)

**73.**

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[PlayVoltz's solution](#)

- 74.**  
427A  
[Police Recruits](#) · [Tutorial](#)  
Quality: 97,249 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[PlayVoltz's solution](#)
- 75.**  
510A  
[Fox And Snake](#) · [Tutorial](#)  
Quality: 105,949 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[PlayVoltz's solution](#)
- 76.**  
141A  
[Amusing Joke](#) · [Tutorial](#)  
Quality: 101,415 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[PlayVoltz's solution](#)
- 77.**  
1335A  
[Candies and Two Sisters](#) · [Tutorial](#)  
Quality: 104,813 global accepts · Rating: 800 · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[PlayVoltz's solution](#)
- 78.**  
1881A  
[Don't Try to Count](#) · [Tutorial](#)  
Quality: 59,374 global accepts · Rating: 800 · first AC: 2023-10-12 · Python 3 (first AC) · Tags: brute force, strings  
[PlayVoltz's solution](#)
- 79.**  
785A  
[Anton and Polyhedrons](#) · [Tutorial](#)  
Quality: 110,974 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: implementation, strings  
[PlayVoltz's solution](#)
- 80.**  
268A  
[Games](#) · [Tutorial](#)  
Quality: 104,228 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: brute force  
[PlayVoltz's solution](#)
- 81.**  
996A  
[Hit the Lottery](#) · [Tutorial](#)  
Quality: 118,389 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: dp, greedy  
[PlayVoltz's solution](#)
- 82.**  
443A  
[Anton and Letters](#) · [Tutorial](#)  
Quality: 112,082 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation  
[PlayVoltz's solution](#)
- 83.**  
148A  
[Insomnia cure](#) · [Tutorial](#)  
Quality: 112,418 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, math  
[PlayVoltz's solution](#)
- 84.**  
520A  
[Pangram](#) · [Tutorial](#)  
Quality: 127,553 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: implementation, strings  
[PlayVoltz's solution](#)

**85.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,436 global accepts · Rating: 800 · first AC: 2023-10-12 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**86.**

1328A

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

Quality: 131,930 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: math

[PlayVoltz's solution](#)

**87.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[PlayVoltz's solution](#)

**88.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**89.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**90.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**91.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**92.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**93.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**94.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**95.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,972 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**96.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,496 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**97.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,771 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: brute force

[PlayVoltz's solution](#)

**98.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,109 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[PlayVoltz's solution](#)

**99.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,674 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**100.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**101.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**102.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**103.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,536 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**104.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,535 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**105.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,987 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**106.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,256 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math

[PlayVoltz's solution](#)

**107.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,196 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: math

[PlayVoltz's solution](#)

**108.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,289 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**109.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**110.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings

[PlayVoltz's solution](#)

**111.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,046 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**112.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,423 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings, strings

[PlayVoltz's solution](#)

**113.**

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation, strings

[PlayVoltz's solution](#)

**114.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,072 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**115.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,790 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**116.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,374 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**117.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: \*special, implementation

[PlayVoltz's solution](#)

**118.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,354 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: brute force, greedy  
[PlayVoltz's solution](#)

**119.**

71A

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

Quality: 503,372 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: strings  
[PlayVoltz's solution](#)

**120.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,018 global accepts · Rating: 800 · first AC: 2023-10-10 · MS C++ 2017 (first AC) · Tags: brute force, math  
[PlayVoltz's solution](#)

**121.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,357 global accepts · Rating: 800 · first AC: 2023-10-08 · MS C++ 2017 (first AC) · Tags: math  
[PlayVoltz's solution](#)

**122.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · Python 3 (first AC) · Tags: brute force, greedy, math  
[PlayVoltz's solution](#)

**123.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,380 global accepts · Rating: 800 · first AC: 2023-09-03 · MS C++ 2017 (first AC) · Tags: math  
[PlayVoltz's solution](#)

**124.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math  
[PlayVoltz's solution](#)

**125.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[PlayVoltz's solution](#)

**126.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[PlayVoltz's solution](#)

**127.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation, strings  
[PlayVoltz's solution](#)

**128.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,030 global accepts · Rating: 800 · first AC: 2023-08-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms  
[PlayVoltz's solution](#)

**129.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,371 global accepts · Rating: 800 · first AC: 2023-08-15 · MS C++ 2017 (first AC) · Tags: games, greedy, math

[PlayVoltz's solution](#)

**130.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[PlayVoltz's solution](#)

**131.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · MS C++ 2017 (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**132.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · MS C++ 2017 (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**133.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · MS C++ 2017 (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**134.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · MS C++ 2017 (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**135.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,075 global accepts · Rating: 800 · first AC: 2023-07-26 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[PlayVoltz's solution](#)

**136.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: greedy, sortings, two pointers

[PlayVoltz's solution](#)

**137.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, math

[PlayVoltz's solution](#)

**138.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,493 global accepts · Rating: 900 · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[PlayVoltz's solution](#)

**139.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**140.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[PlayVoltz's solution](#)

**141.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,406 global accepts · Rating: 900 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**142.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[PlayVoltz's solution](#)

**143.**

2210B

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

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[PlayVoltz's solution](#)

**144.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[PlayVoltz's solution](#)

**145.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[PlayVoltz's solution](#)

**146.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[PlayVoltz's solution](#)

**147.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[PlayVoltz's solution](#)

**148.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[PlayVoltz's solution](#)

**149.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,710 global accepts · Rating: 900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[PlayVoltz's solution](#)

**150.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-07 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[PlayVoltz's solution](#)

**151.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, strings

[PlayVoltz's solution](#)

**152.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · MS C++ 2017 (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**153.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PlayVoltz's solution](#)

**154.**

2167D

[Yet Another Array Problem](#) · [Tutorial](#)

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[PlayVoltz's solution](#)

**155.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PlayVoltz's solution](#)

**156.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[PlayVoltz's solution](#)

**157.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[PlayVoltz's solution](#)

**158.**

2217B

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

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[PlayVoltz's solution](#)

**159.**

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**160.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[PlayVoltz's solution](#)

**161.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**162.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[PlayVoltz's solution](#)

**163.**

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PlayVoltz's solution](#)

**164.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**165.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,201 global accepts · Rating: 1000 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[PlayVoltz's solution](#)

**166.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[PlayVoltz's solution](#)

**167.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · MS C++ 2017 (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**168.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[PlayVoltz's solution](#)

**169.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[PlayVoltz's solution](#)

**170.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[PlayVoltz's solution](#)

**171.**

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PlayVoltz's solution](#)

**172.**

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**173.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[PlayVoltz's solution](#)

**174.**

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[PlayVoltz's solution](#)

**175.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[PlayVoltz's solution](#)

**176.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math

[PlayVoltz's solution](#)

**177.**

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[PlayVoltz's solution](#)

**178.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**179.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory

[PlayVoltz's solution](#)

**180.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[PlayVoltz's solution](#)

**181.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,376 global accepts · Rating: 1100 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[PlayVoltz's solution](#)

**182.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[PlayVoltz's solution](#)

**183.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings

[PlayVoltz's solution](#)

**184.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math

[PlayVoltz's solution](#)

**185.**

2196A

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

Quality: 15,838 global accepts · Rating: 1200 · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[PlayVoltz's solution](#)

**186.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[PlayVoltz's solution](#)

**187.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[PlayVoltz's solution](#)

**188.**

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1200 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[PlayVoltz's solution](#)

**189.**

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[PlayVoltz's solution](#)

**190.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[PlayVoltz's solution](#)

**191.**

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[PlayVoltz's solution](#)

**192.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[PlayVoltz's solution](#)

**193.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · MS C++ 2017 (first AC) · Tags: math

[PlayVoltz's solution](#)

**194.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, math

[PlayVoltz's solution](#)

**195.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,772 global accepts · Rating: 1200 · first AC: 2023-08-07 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[PlayVoltz's solution](#)

**196.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[PlayVoltz's solution](#)

**197.**

2201A1

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

Quality: 11,062 global accepts · Rating: 1300 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[PlayVoltz's solution](#)

**198.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[PlayVoltz's solution](#)

**199.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[PlayVoltz's solution](#)

**200.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[PlayVoltz's solution](#)

**201.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · last AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[PlayVoltz's solution](#)

**202.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[PlayVoltz's solution](#)

**203.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[PlayVoltz's solution](#)

**204.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[PlayVoltz's solution](#)

**205.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[PlayVoltz's solution](#)

**206.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[PlayVoltz's solution](#)

**207.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[PlayVoltz's solution](#)

**208.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[PlayVoltz's solution](#)

**209.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[PlayVoltz's solution](#)

**210.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[PlayVoltz's solution](#)

**211.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[PlayVoltz's solution](#)

**212.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[PlayVoltz's solution](#)

**213.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[PlayVoltz's solution](#)

**214.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · MS C++ 2017 (first AC) · Tags: combinatorics, math, number theory  
[PlayVoltz's solution](#)

**215.**

2205C

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

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[PlayVoltz's solution](#)

**216.**

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,301 global accepts · Rating: 1500 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees  
[PlayVoltz's solution](#)

**217.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[PlayVoltz's solution](#)

**218.**

2008E

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

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings  
[PlayVoltz's solution](#)

**219.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[PlayVoltz's solution](#)

**220.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees  
[PlayVoltz's solution](#)

**221.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[PlayVoltz's solution](#)

**222.**

2167E

[Khba Loves to Sleep! · Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[PlayVoltz's solution](#)

**223.**

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[PlayVoltz's solution](#)

**224.**

2059C

[Customer Service · Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[PlayVoltz's solution](#)

**225.**

2063C

[Remove Exactly Two · Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[PlayVoltz's solution](#)

**226.**

343B

[Alternating Current · Tutorial](#)

Quality: 17,313 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[PlayVoltz's solution](#)

**227.**

1968E

[Cells Arrangement · Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**228.**

2205D

[Simons and Beating Peaks · Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[PlayVoltz's solution](#)

**229.**

2201B

[Recollect Numbers · Tutorial](#)

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**230.**

2215A

[Interval Mod · Tutorial](#)

Quality: 2,514 global accepts · Rating: 1700 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[PlayVoltz's solution](#)

**231.**

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[PlayVoltz's solution](#)

**232.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[PlayVoltz's solution](#)

**233.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[PlayVoltz's solution](#)

**234.**

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PlayVoltz's solution](#)

**235.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[PlayVoltz's solution](#)

**236.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PlayVoltz's solution](#)

**237.**

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**238.**

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[PlayVoltz's solution](#)

**239.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[PlayVoltz's solution](#)

**240.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[PlayVoltz's solution](#)

**241.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[PlayVoltz's solution](#)

**242.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[PlayVoltz's solution](#)

**243.**

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[PlayVoltz's solution](#)

**244.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[PlayVoltz's solution](#)

**245.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers  
[PlayVoltz's solution](#)

**246.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths  
[PlayVoltz's solution](#)

**247.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[PlayVoltz's solution](#)

**248.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[PlayVoltz's solution](#)

**249.**

2217E

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

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings  
[PlayVoltz's solution](#)

**250.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers  
[PlayVoltz's solution](#)

**251.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[PlayVoltz's solution](#)

**252.**

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[PlayVoltz's solution](#)

**253.**

2210D

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

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings, trees

[PlayVoltz's solution](#)

**254.**

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[PlayVoltz's solution](#)

**255.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[PlayVoltz's solution](#)

**256.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[PlayVoltz's solution](#)

**257.**

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[PlayVoltz's solution](#)

**258.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[PlayVoltz's solution](#)

**259.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[PlayVoltz's solution](#)

**260.**

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[PlayVoltz's solution](#)

**261.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[PlayVoltz's solution](#)

**262.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[PlayVoltz's solution](#)

**263.**

2210E

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

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[PlayVoltz's solution](#)

**264.**

2217H

[Closer · Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[PlayVoltz's solution](#)

**265.**

2226A

[Disturbing Distribution · Tutorial](#)

Quality: 11,230 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**266.**

2227H

[Fallen Leaves · Tutorial](#)

Quality: 984 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[PlayVoltz's solution](#)

**267.**

2227G

[Drowning · Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[PlayVoltz's solution](#)

**268.**

2227F

[It Just Keeps Going Sideways · Tutorial](#)

Quality: 2,833 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[PlayVoltz's solution](#)

**269.**

2227E

[It All Went Sideways · Tutorial](#)

Quality: 6,215 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[PlayVoltz's solution](#)

**270.**

2227D

[Palindromex · Tutorial](#)

Quality: 8,908 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[PlayVoltz's solution](#)

**271.**

2227C

[Snowfall · Tutorial](#)

Quality: 15,358 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[PlayVoltz's solution](#)

**272.**

2227B

[Party Monster · Tutorial](#)

Quality: 18,417 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PlayVoltz's solution](#)

**273.**

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,872 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PlayVoltz's solution](#)

**274.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[PlayVoltz's solution](#)

**275.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PlayVoltz's solution](#)

**276.**

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[PlayVoltz's solution](#)

**277.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[PlayVoltz's solution](#)

**278.**

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[PlayVoltz's solution](#)

**279.**

2222A

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

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[PlayVoltz's solution](#)

**280.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[PlayVoltz's solution](#)

**281.**

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[PlayVoltz's solution](#)

**282.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PlayVoltz's solution](#)

**283.**

2219C

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

Quality: 1,216 global accepts · Rating: — · first AC: 2026-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[PlayVoltz's solution](#)

**284.**

2219B2

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

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PlayVoltz's solution](#)

**285.**

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[PlayVoltz's solution](#)

**286.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,008 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[PlayVoltz's solution](#)

**287.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-10 · C++17 (GCC 7-32) (first AC) · Tags: \*special, graph matchings, implementation

[PlayVoltz's solution](#)

**288.**

105706B

[Error of 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**289.**

105666B

[Monster Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**290.**

105259A

[Make All Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**291.**

101319D

[Problem Tiramisu. Vanya and Jackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**292.**

104985A

[Episodes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**293.**

104922B

[Yet another queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**294.**

104922G

[Space accident](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[PlayVoltz's solution](#)

**295.**

104879C

[Public Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[PlayVoltz's solution](#)