

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

<https://cfelitetracker.vercel.app>

# Unique solved — Rigel

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

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

Filters: none

Count: 99

1.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Rigel\\_'s solution](#)

2.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Rigel\\_'s solution](#)

3.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[Rigel\\_'s solution](#)

4.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Rigel\\_'s solution](#)

5.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Rigel\\_'s solution](#)

6.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Rigel\\_'s solution](#)

7.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Rigel\\_'s solution](#)

8.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Rigel\\_'s solution](#)

9.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Rigel\\_'s solution](#)

**10.**

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Rigel\\_'s solution](#)

**11.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Rigel\\_'s solution](#)

**12.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-23 · Python 3 (first AC) · Tags: greedy, implementation

[Rigel\\_'s solution](#)

**13.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-23 · Python 3 (first AC) · Tags: greedy, math

[Rigel\\_'s solution](#)

**14.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-22 · Python 3 (first AC) · Tags: constructive algorithms, implementation, strings

[Rigel\\_'s solution](#)

**15.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Rigel\\_'s solution](#)

**16.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Rigel\\_'s solution](#)

**17.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Rigel\\_'s solution](#)

**18.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Rigel\\_'s solution](#)

**19.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[Rigel\\_'s solution](#)

**20.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Rigel\\_'s solution](#)

**21.**

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Rigel\\_'s solution](#)

**22.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Rigel\\_'s solution](#)

**23.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-23 · Python 3 (first AC) · Tags: greedy, math

[Rigel\\_'s solution](#)

**24.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Rigel\\_'s solution](#)

**25.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Rigel\\_'s solution](#)

**26.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Rigel\\_'s solution](#)

**27.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Rigel\\_'s solution](#)

**28.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Rigel\\_'s solution](#)

**29.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Rigel\\_'s solution](#)

**30.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-23 · Python 3 (first AC) · Tags: data structures, greedy, sortings, two pointers  
[Rigel\\_\\_'s solution](#)

**31.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Rigel\\_\\_'s solution](#)

**32.**

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Rigel\\_\\_'s solution](#)

**33.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Rigel\\_\\_'s solution](#)

**34.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Rigel\\_\\_'s solution](#)

**35.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Rigel\\_\\_'s solution](#)

**36.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-22 · last AC: 2024-01-22 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Rigel\\_\\_'s solution](#)

**37.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Rigel\\_\\_'s solution](#)

**38.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Rigel\\_\\_'s solution](#)

**39.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Rigel\\_\\_'s solution](#)

**40.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-22 · Python 3 (first AC) · Tags: greedy, implementation, math

[Rigel\\_'s solution](#)

**41.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[Rigel\\_'s solution](#)

**42.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Rigel\\_'s solution](#)

**43.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Rigel\\_'s solution](#)

**44.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Rigel\\_'s solution](#)

**45.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Rigel\\_'s solution](#)

**46.**

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Rigel\\_'s solution](#)

**47.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Rigel\\_'s solution](#)

**48.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Rigel\\_'s solution](#)

**49.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Rigel\\_'s solution](#)

**50.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Rigel\\_'s solution](#)

**51.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Rigel\\_'s solution](#)

**52.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-24 · Python 3 (first AC) · Tags: brute force, games, greedy, math

[Rigel\\_'s solution](#)

**53.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Rigel\\_'s solution](#)

**54.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Rigel\\_'s solution](#)

**55.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Rigel\\_'s solution](#)

**56.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Rigel\\_'s solution](#)

**57.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Rigel\\_'s solution](#)

**58.**

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[Rigel\\_'s solution](#)

**59.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Rigel\\_'s solution](#)

**60.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Rigel\\_'s solution](#)

**61.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Rigel\\_'s solution](#)

**62.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Rigel\\_'s solution](#)

**63.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[Rigel\\_'s solution](#)

**64.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[Rigel\\_'s solution](#)

**65.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Rigel\\_'s solution](#)

**66.**

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Rigel\\_'s solution](#)

**67.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Rigel\\_'s solution](#)

**68.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Rigel\\_'s solution](#)

**69.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Rigel\\_'s solution](#)

**70.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Rigel\\_'s solution](#)

**71.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Rigel\\_'s solution](#)

**72.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Rigel\\_'s solution](#)

**73.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Rigel\\_'s solution](#)

**74.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Rigel\\_'s solution](#)

**75.**

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Rigel\\_'s solution](#)

**76.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Rigel\\_'s solution](#)

**77.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Rigel\\_'s solution](#)

**78.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Rigel\\_'s solution](#)

**79.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Rigel\\_'s solution](#)

**80.**

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Rigel\\_'s solution](#)

**81.**

1995D

[Cases · Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Rigel\\_'s solution](#)

**82.**

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[Rigel\\_'s solution](#)

**83.**

1929E

[Sasha and the Happy Tree Cutting · Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Rigel\\_'s solution](#)

**84.**

1928E

[Modular Sequence · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Rigel\\_'s solution](#)

**85.**

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Rigel\\_'s solution](#)

**86.**

2097C

[Bermuda Triangle · Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Rigel\\_'s solution](#)

**87.**

1984E

[Shuffle · Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[Rigel\\_'s solution](#)

**88.**

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Rigel\\_'s solution](#)

**89.**

1990E1

[Catch the Mole\(Easy Version\) · Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, interactive, trees

[Rigel\\_'s solution](#)

**90.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Rigel\\_'s solution](#)

**91.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Rigel\\_'s solution](#)

**92.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Rigel\\_'s solution](#)

**93.**

1990E2

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**94.**

1994G

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Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

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**95.**

2225C

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**96.**

2225B

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Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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**97.**

2225A

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Quality: 17,729 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Rigel\\_'s solution](#)

**98.**

104857I

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Rating: — · first AC: 2024-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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**99.**

104857C

[Cyclic Substrings](#) · [Tutorial](#)

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