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Unique solved — SSH automaton

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

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

Filters: none

Count: 140

1.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [greedy](#), [math](#)
[SSH_automaton's solution](#)

2.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)
[SSH_automaton's solution](#)

3.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)
[SSH_automaton's solution](#)

4.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)
[SSH_automaton's solution](#)

5.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [greedy](#), [math](#)
[SSH_automaton's solution](#)

6.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#), [number theory](#)
[SSH_automaton's solution](#)

7.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,009 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [implementation](#)
[SSH_automaton's solution](#)

8.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,313 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: [math](#)
[SSH_automaton's solution](#)

9.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: [geometry](#)
[SSH_automaton's solution](#)

10.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[SSH_automaton's solution](#)

11.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[SSH_automaton's solution](#)

12.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[SSH_automaton's solution](#)

13.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[SSH_automaton's solution](#)

14.

1779B

[MKnez's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[SSH_automaton's solution](#)

15.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[SSH_automaton's solution](#)

16.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[SSH_automaton's solution](#)

17.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[SSH_automaton's solution](#)

18.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SSH_automaton's solution](#)

19.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[SSH_automaton's solution](#)

20.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[SSH_automaton's solution](#)

21.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[SSH_automaton's solution](#)

22.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[SSH_automaton's solution](#)

23.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SSH_automaton's solution](#)

24.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[SSH_automaton's solution](#)

25.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[SSH_automaton's solution](#)

26.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[SSH_automaton's solution](#)

27.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[SSH_automaton's solution](#)

28.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[SSH_automaton's solution](#)

29.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[SSH_automaton's solution](#)

30.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[SSH_automaton's solution](#)

31.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[SSH_automaton's solution](#)

32.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[SSH_automaton's solution](#)

33.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[SSH_automaton's solution](#)

34.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[SSH_automaton's solution](#)

35.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[SSH_automaton's solution](#)

36.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[SSH_automaton's solution](#)

37.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[SSH_automaton's solution](#)

38.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SSH_automaton's solution](#)

39.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[SSH_automaton's solution](#)

40.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,007 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SSH_automaton's solution](#)

41.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[SSH_automaton's solution](#)

42.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[SSH_automaton's solution](#)

43.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[SSH_automaton's solution](#)

44.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[SSH_automaton's solution](#)

45.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[SSH_automaton's solution](#)

46.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[SSH_automaton's solution](#)

47.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[SSH_automaton's solution](#)

48.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SSH_automaton's solution](#)

49.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[SSH_automaton's solution](#)

50.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[SSH_automaton's solution](#)

51.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[SSH_automaton's solution](#)

52.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[SSH_automaton's solution](#)

53.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[SSH_automaton's solution](#)

54.

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[SSH_automaton's solution](#)

55.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[SSH_automaton's solution](#)

56.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[SSH_automaton's solution](#)

57.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[SSH_automaton's solution](#)

58.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[SSH_automaton's solution](#)

59.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSH_automaton's solution](#)

60.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[SSH_automaton's solution](#)

61.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[SSH_automaton's solution](#)

62.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[SSH_automaton's solution](#)

63.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[SSH_automaton's solution](#)

64.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[SSH_automaton's solution](#)

65.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[SSH_automaton's solution](#)

66.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[SSH_automaton's solution](#)

67.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[SSH_automaton's solution](#)

68.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[SSH_automaton's solution](#)

69.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[SSH_automaton's solution](#)

70.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[SSH_automaton's solution](#)

71.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[SSH_automaton's solution](#)

72.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[SSH_automaton's solution](#)

73.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[SSH_automaton's solution](#)

74.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[SSH_automaton's solution](#)

75.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-13 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SSH_automaton's solution](#)

76.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[SSH_automaton's solution](#)

77.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[SSH_automaton's solution](#)

78.

7E

[Defining Macros](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, expression parsing, implementation

[SSH_automaton's solution](#)

79.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[SSH_automaton's solution](#)

80.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

probabilities

[SSH_automaton's solution](#)

81.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[SSH_automaton's solution](#)

82.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SSH_automaton's solution](#)

83.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[SSH_automaton's solution](#)

84.

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[SSH_automaton's solution](#)

85.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[SSH_automaton's solution](#)

86.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SSH_automaton's solution](#)

87.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[SSH_automaton's solution](#)

88.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[SSH_automaton's solution](#)

89.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[SSH_automaton's solution](#)

90.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[SSH_automaton's solution](#)

91.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[SSH_automaton's solution](#)

92.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[SSH_automaton's solution](#)

93.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[SSH_automaton's solution](#)

94.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory

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95.

251E

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Quality: 205 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, trees

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96.

1763F

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Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

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97.

504E

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98.

232E

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Quality: 885 global accepts · Rating: 3000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

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99.

1240F

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Quality: 327 global accepts · Rating: 3100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs

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100.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[SSH_automaton's solution](#)

101.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

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102.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

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103.

765F

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Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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104.

1656H

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Quality: 796 global accepts · Rating: 3200 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[SSH_automaton's solution](#)

105.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[SSH_automaton's solution](#)

106.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[SSH_automaton's solution](#)

107.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[SSH_automaton's solution](#)

108.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[SSH_automaton's solution](#)

109.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SSH_automaton's solution](#)

110.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[SSH_automaton's solution](#)

111.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[SSH_automaton's solution](#)

112.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[SSH_automaton's solution](#)

113.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[SSH_automaton's solution](#)

114.

106252D

[LED Display Renovation](#) · [Tutorial](#)

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

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115.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

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

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116.

106252A

[Square Kingdom](#) · [Tutorial](#)

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

[SSH_automaton's solution](#)

117.

106252K

[Relay Jump](#) · [Tutorial](#)

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

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118.

106252M

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

[SSH_automaton's solution](#)

119.

106252B

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

[SSH_automaton's solution](#)

120.

106252I

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

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121.

104651F

[Flying Ship Story](#) · [Tutorial](#)

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122.

104651B

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123.

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Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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124.

104651G

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125.

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126.

104651L

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127.

104651J

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128.

104651E

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129.

105911E

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Rating: — · first AC: 2025-10-06 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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130.

105911I

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Rating: — · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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131.

105911F

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Rating: — · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[SSH_automaton's solution](#)

132.

105911D

[Virtuous Pope](#) · [Tutorial](#)

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133.

105911M

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134.

105911K

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Rating: — · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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135.

105911G

[Exploration](#) · [Tutorial](#)

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136.

105911A

[Nezha Naohai](#) · [Tutorial](#)

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137.

103914B

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Rating: — · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

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138.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: —

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139.

104071A

[Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[SSH_automaton's solution](#)

140.

104071B

[Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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