

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

<https://cfelitetracker.vercel.app>

Unique solved — Salamnka

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

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

Filters: none

Count: 151

- 1.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Salamnka's solution](#)
- 2.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Salamnka's solution](#)
- 3.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,877 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[Salamnka's solution](#)
- 4.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Salamnka's solution](#)
- 5.**
2158A
[Suspension](#) · [Tutorial](#)
Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Salamnka's solution](#)
- 6.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Salamnka's solution](#)
- 7.**
2163A
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)
Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[Salamnka's solution](#)
- 8.**
2164A
[Sequence Game](#) · [Tutorial](#)
Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[Salamnka's solution](#)
- 9.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[Salamnka's solution](#)
- 10.**
2154A
[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Salamnka's solution](#)

11.

2162A

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

Quality: 41,602 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Salamnka's solution](#)

12.

2145A

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

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[Salamnka's solution](#)

13.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Salamnka's solution](#)

14.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Salamnka's solution](#)

15.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,065 global accepts · Rating: 800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Salamnka's solution](#)

16.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Salamnka's solution](#)

17.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Salamnka's solution](#)

18.

2146A

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

Quality: 21,842 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Salamnka's solution](#)

19.

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

[Salamnka's solution](#)

20.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Salamnka's solution](#)

21.

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[Salamnka's solution](#)

22.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 800 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Salamnka's solution](#)

23.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Salamnka's solution](#)

24.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[Salamnka's solution](#)

25.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Salamnka's solution](#)

26.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Salamnka's solution](#)

27.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Salamnka's solution](#)

28.

2130A

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

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Salamnka's solution](#)

29.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Salamnka's solution](#)

30.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Salamnka's solution](#)

31.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Salamnka's solution](#)

32.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Salamnka's solution](#)

33.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Salamnka's solution](#)

34.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Salamnka's solution](#)

35.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Salamnka's solution](#)

36.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 900 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Salamnka's solution](#)

37.

2136B

[Like the Bitset](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 900 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Salamnka's solution](#)

38.

2005A

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

Quality: 26,250 global accepts · Rating: 900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Salamnka's solution](#)

39.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Salamnka's solution](#)

40.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings

[Salamnka's solution](#)

41.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Salamnka's solution](#)

42.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Salamnka's solution](#)

43.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Salamnka's solution](#)

44.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Salamnka's solution](#)

45.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Salamnka's solution](#)

46.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Salamnka's solution](#)

47.

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Salamnka's solution](#)

48.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[Salamnka's solution](#)

49.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Salamnka's solution](#)

50.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Salamnka's solution](#)

51.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Salamnka's solution](#)

52.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Salamnka's solution](#)

53.

2155B

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

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Salamnka's solution](#)

54.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Salamnka's solution](#)

55.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Salamnka's solution](#)

56.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Salamnka's solution](#)

57.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Salamnka's solution](#)

58.

2196A

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

Quality: 15,841 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Salamnka's solution](#)

59.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Salamnka's solution](#)

60.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Salamnka's solution](#)

61.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,679 global accepts · Rating: 1200 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Salamnka's solution](#)

62.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Salamnka's solution](#)

63.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,360 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Salamnka's solution](#)

64.

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Salamnka's solution](#)

65.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Salamnka's solution](#)

66.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Salamnka's solution](#)

67.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Salamnka's solution](#)

68.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[Salamnka's solution](#)

69.

2145C

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

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[Salamnka's solution](#)

70.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games

[Salamnka's solution](#)

71.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Salamnka's solution](#)

72.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[Salamnka's solution](#)

73.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Salamnka's solution](#)

74.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Salamnka's solution](#)

75.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,499 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Salamnka's solution](#)

76.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[Salamnka's solution](#)

77.

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Salamnka's solution](#)

78.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Salamnka's solution](#)

79.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Salamnka's solution](#)

80.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[Salamnka's solution](#)

81.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Salamnka's solution](#)

82.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Salamnka's solution](#)

83.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Salamnka's solution](#)

84.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Salamnka's solution](#)

85.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Salamnka's solution](#)

86.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Salamnka's solution](#)

87.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive
[Salamnka's solution](#)

88.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Salamnka's solution](#)

89.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, trees
[Salamnka's solution](#)

90.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,404 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[Salamnka's solution](#)

91.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory
[Salamnka's solution](#)

92.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[Salamnka's solution](#)

93.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Salamnka's solution](#)

94.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[Salamnka's solution](#)

95.

2146D1

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

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees
[Salamnka's solution](#)

96.

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

[Salamnka's solution](#)

97.

2196B

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

Quality: 8,589 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers

[Salamnka's solution](#)

98.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Salamnka's solution](#)

99.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[Salamnka's solution](#)

100.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Salamnka's solution](#)

101.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Salamnka's solution](#)

102.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Salamnka's solution](#)

103.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Salamnka's solution](#)

104.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Salamnka's solution](#)

105.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[Salamnka's solution](#)

106.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Salamnka's solution](#)

107.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Salamnka's solution](#)

108.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Salamnka's solution](#)

109.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Salamnka's solution](#)

110.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Salamnka's solution](#)

111.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Salamnka's solution](#)

112.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[Salamnka's solution](#)

113.

2145D

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

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Salamnka's solution](#)

114.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Salamnka's solution](#)

115.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Salamnka's solution](#)

116.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,211 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs,

trees

[Salamnka's solution](#)

117.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Salamnka's solution](#)

118.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Salamnka's solution](#)

119.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Salamnka's solution](#)

120.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Salamnka's solution](#)

121.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[Salamnka's solution](#)

122.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Salamnka's solution](#)

123.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Salamnka's solution](#)

124.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[Salamnka's solution](#)

125.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Salamnka's solution](#)

126.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp,

graphs, interactive

[Salamnka's solution](#)

127.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Salamnka's solution](#)

128.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Salamnka's solution](#)

129.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Salamnka's solution](#)

130.

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Salamnka's solution](#)

131.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Salamnka's solution](#)

132.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Salamnka's solution](#)

133.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[Salamnka's solution](#)

134.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Salamnka's solution](#)

135.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Salamnka's solution](#)

136.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

sortings

[Salamnka's solution](#)

137.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Salamnka's solution](#)

138.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[Salamnka's solution](#)

139.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Salamnka's solution](#)

140.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Salamnka's solution](#)

141.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Salamnka's solution](#)

142.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Salamnka's solution](#)

143.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Salamnka's solution](#)

144.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Salamnka's solution](#)

145.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Salamnka's solution](#)

146.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Salamnka's solution](#)

147.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Salamnka's solution](#)

148.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Salamnka's solution](#)

149.

2203F

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

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Salamnka's solution](#)

150.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Salamnka's solution](#)

151.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2025-08-26 · last AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[Salamnka's solution](#)