

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

<https://cfelitetracker.vercel.app>

Unique solved — Sincerely_yours

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

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

Filters: none

Count: 147

1.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · Kotlin 1.9 (first AC) · Tags: greedy

[Sincerely_yours's solution](#)

2.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-24 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, implementation, math

[Sincerely_yours's solution](#)

3.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, strings

[Sincerely_yours's solution](#)

4.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math

[Sincerely_yours's solution](#)

5.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: math

[Sincerely_yours's solution](#)

6.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[Sincerely_yours's solution](#)

7.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Sincerely_yours's solution](#)

8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy

[Sincerely_yours's solution](#)

9.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[Sincerely_yours's solution](#)

10.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: brute force, implementation, math

[Sincerely_yours's solution](#)

11.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Sincerely_yours's solution](#)

12.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · Ruby 3 (first AC) · Tags: constructive algorithms, implementation, strings

[Sincerely_yours's solution](#)

13.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sincerely_yours's solution](#)

14.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

15.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,150 global accepts · Rating: 800 · first AC: 2023-11-26 · Ruby 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Sincerely_yours's solution](#)

16.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · Kotlin 1.7 (first AC) · Tags: implementation, strings

[Sincerely_yours's solution](#)

17.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · Kotlin 1.7 (first AC) · Tags: greedy, math, sortings

[Sincerely_yours's solution](#)

18.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · Kotlin 1.7 (first AC) · Tags: math

[Sincerely_yours's solution](#)

19.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, sortings

[Sincerely_yours's solution](#)

20.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · Java 11 (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

21.

1878A

[How Much Does Daytona Cost? · Tutorial](#)

Quality: 78,710 global accepts · Rating: 800 · first AC: 2023-09-26 · Java 11 (first AC) · Tags: greedy

[Sincerely_yours's solution](#)

22.

1882A

[Increasing Sequence · Tutorial](#)

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Sincerely_yours's solution](#)

23.

1879A

[Rigged! · Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Sincerely_yours's solution](#)

24.

1872A

[Two Vessels · Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sincerely_yours's solution](#)

25.

1863A

[Channel · Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sincerely_yours's solution](#)

26.

1862B

[Sequence Game · Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sincerely_yours's solution](#)

27.

1862A

[Gift Carpet · Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Sincerely_yours's solution](#)

28.

1855A

[Dalton the Teacher · Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · Java 11 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

29.

1849A

[Morning Sandwich · Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · Java 11 (first AC) · Tags: implementation, math

[Sincerely_yours's solution](#)

30.

1853A

[Desorting · Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Sincerely_yours's solution](#)

31.

1844A

[Subtraction Game · Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · Java 11 (first AC) · Tags: constructive algorithms, games

[Sincerely_yours's solution](#)

32.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Sincerely_yours's solution](#)

33.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sincerely_yours's solution](#)

34.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sincerely_yours's solution](#)

35.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,385 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Sincerely_yours's solution](#)

36.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · Java 11 (first AC) · Tags: games, math

[Sincerely_yours's solution](#)

37.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-18 · Java 11 (first AC) · Tags: implementation, sortings

[Sincerely_yours's solution](#)

38.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · Java 11 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

39.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · Java 11 (first AC) · Tags: constructive algorithms, games

[Sincerely_yours's solution](#)

40.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Sincerely_yours's solution](#)

41.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · Java 11 (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

42.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · Java 11 (first AC) · Tags: greedy, implementation, math

[Sincerely_yours's solution](#)

43.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: math

[Sincerely_yours's solution](#)

44.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: math, number theory

[Sincerely_yours's solution](#)

45.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · Ruby 3 (first AC) · Tags: dp, math

[Sincerely_yours's solution](#)

46.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · Java 11 (first AC) · Tags: math

[Sincerely_yours's solution](#)

47.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Sincerely_yours's solution](#)

48.

1872B

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

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Sincerely_yours's solution](#)

49.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · Java 11 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Sincerely_yours's solution](#)

50.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Sincerely_yours's solution](#)

51.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[Sincerely_yours's solution](#)

52.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

53.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Sincerely_yours's solution](#)

54.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · Ruby 3 (first AC) · Tags: constructive algorithms, math, number theory

[Sincerely_yours's solution](#)

55.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · Kotlin 1.7 (first AC) · Tags: constructive algorithms

[Sincerely_yours's solution](#)

56.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · Java 11 (first AC) · Tags: greedy, math, sortings

[Sincerely_yours's solution](#)

57.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

58.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Sincerely_yours's solution](#)

59.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · Java 11 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

60.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Sincerely_yours's solution](#)

61.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,589 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Sincerely_yours's solution](#)

62.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: math, number theory

[Sincerely_yours's solution](#)

63.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Sincerely_yours's solution](#)

64.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Sincerely_yours's solution](#)

65.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

66.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: greedy, sortings

[Sincerely_yours's solution](#)

67.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: greedy, trees

[Sincerely_yours's solution](#)

68.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-10-30 · Kotlin 1.7 (first AC) · Tags: brute force, math, sortings

[Sincerely_yours's solution](#)

69.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Sincerely_yours's solution](#)

70.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Sincerely_yours's solution](#)

71.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Sincerely_yours's solution](#)

72.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Sincerely_yours's solution](#)

73.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · Java 11 (first AC) · Tags: bitmasks, greedy, math

[Sincerely_yours's solution](#)

74.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

75.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · Java 11 (first AC) · Tags: bitmasks, combinatorics, math

[Sincerely_yours's solution](#)

76.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · Java 11 (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

77.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Sincerely_yours's solution](#)

78.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · Kotlin 1.9 (first AC) · Tags: data structures, dp

[Sincerely_yours's solution](#)

79.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: greedy, math

[Sincerely_yours's solution](#)

80.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, sortings

[Sincerely_yours's solution](#)

81.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · Ruby 3 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Sincerely_yours's solution](#)

82.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · Ruby 3 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Sincerely_yours's solution](#)

83.

1872D

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

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Sincerely_yours's solution](#)

84.

1853B

[Fibonacci](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Sincerely_yours's solution](#)

85.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Sincerely_yours's solution](#)

- 86.**
1846D
[Rudolph and Christmas Tree](#) · [Tutorial](#)
Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[Sincerely_yours's solution](#)
- 87.**
1834C
[Game with Reversing](#) · [Tutorial](#)
Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings
[Sincerely_yours's solution](#)
- 88.**
2129A
[Double Perspective](#) · [Tutorial](#)
Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[Sincerely_yours's solution](#)
- 89.**
1922C
[Closest Cities](#) · [Tutorial](#)
Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · Ruby 3 (first AC) · Tags: greedy, implementation, math
[Sincerely_yours's solution](#)
- 90.**
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
[Sincerely_yours's solution](#)
- 91.**
1882B
[Sets and Union](#) · [Tutorial](#)
Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Sincerely_yours's solution](#)
- 92.**
1879C
[Make it Alternating](#) · [Tutorial](#)
Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
[Sincerely_yours's solution](#)
- 93.**
1862D
[Ice Cream Balls](#) · [Tutorial](#)
Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[Sincerely_yours's solution](#)
- 94.**
1844C
[Particles](#) · [Tutorial](#)
Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · Java 11 (first AC) · Tags: dp, greedy, implementation, math
[Sincerely_yours's solution](#)
- 95.**
1846E1
[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)
Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Sincerely_yours's solution](#)

96.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · Java 11 (first AC) · Tags: constructive algorithms

[Sincerely_yours's solution](#)

97.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · Kotlin 1.9 (first AC) · Tags: graphs, interactive

[Sincerely_yours's solution](#)

98.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: binary search, greedy, math

[Sincerely_yours's solution](#)

99.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: brute force, greedy

[Sincerely_yours's solution](#)

100.

2131D

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

Quality: 14,326 global accepts · Rating: 1400 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: data structures, graphs, greedy, trees

[Sincerely_yours's solution](#)

101.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: math, number theory

[Sincerely_yours's solution](#)

102.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · Kotlin 1.7 (first AC) · Tags: greedy, strings

[Sincerely_yours's solution](#)

103.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, graphs, implementation

[Sincerely_yours's solution](#)

104.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · Kotlin 1.7 (first AC) · Tags: brute force, dp, hashing, implementation, math

[Sincerely_yours's solution](#)

105.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Sincerely_yours's solution](#)

106.

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Sincerely_yours's solution](#)

107.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Sincerely_yours's solution](#)

108.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Sincerely_yours's solution](#)

109.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Sincerely_yours's solution](#)

110.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Sincerely_yours's solution](#)

111.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Sincerely_yours's solution](#)

112.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · Kotlin 1.7 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Sincerely_yours's solution](#)

113.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Sincerely_yours's solution](#)

114.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Sincerely_yours's solution](#)

115.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: binary search, dp, implementation, math

[Sincerely_yours's solution](#)

116.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · Kotlin 1.9 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Sincerely_yours's solution](#)

117.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[Sincerely_yours's solution](#)

118.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: dp, math, probabilities
[Sincerely_yours's solution](#)

119.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Sincerely_yours's solution](#)

120.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Sincerely_yours's solution](#)

121.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
[Sincerely_yours's solution](#)

122.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, interactive, math
[Sincerely_yours's solution](#)

123.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-22 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[Sincerely_yours's solution](#)

124.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[Sincerely_yours's solution](#)

125.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · Ruby 3 (first AC) · Tags: brute force, constructive algorithms, geometry, math
[Sincerely_yours's solution](#)

126.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · Kotlin 1.7 (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[Sincerely_yours's solution](#)

127.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Sincerely_yours's solution](#)

128.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Sincerely_yours's solution](#)

129.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[Sincerely_yours's solution](#)

130.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[Sincerely_yours's solution](#)

131.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · Kotlin 1.9 (first AC) · Tags: dp, greedy

[Sincerely_yours's solution](#)

132.

2131F

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

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Sincerely_yours's solution](#)

133.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy, math

[Sincerely_yours's solution](#)

134.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · Kotlin 1.7 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Sincerely_yours's solution](#)

135.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Sincerely_yours's solution](#)

136.

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Sincerely_yours's solution](#)

137.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 2000 · first AC: 2025-08-12 · Kotlin 1.9 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[Sincerely_yours's solution](#)

138.

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[Sincerely_yours's solution](#)

139.

1894E

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

Rating: 2000 · first AC: 2023-11-07 · Ruby 3 (first AC) · Tags: brute force, data structures, greedy, implementation

[Sincerely_yours's solution](#)

140.

2133E

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

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Sincerely_yours's solution](#)

141.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · Kotlin 1.9 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Sincerely_yours's solution](#)

142.

1835F

[Good Graph](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graph matchings, graphs, implementation

[Sincerely_yours's solution](#)

143.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: — · first AC: 2026-05-01 · Kotlin 1.9 (first AC) · Tags: binary search, data structures, dp, greedy

[Sincerely_yours's solution](#)

144.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,912 global accepts · Rating: — · first AC: 2026-05-01 · Kotlin 1.9 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Sincerely_yours's solution](#)

145.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,365 global accepts · Rating: — · first AC: 2026-05-01 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, math

[Sincerely_yours's solution](#)

146.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: — · first AC: 2026-05-01 · Kotlin 1.9 (first AC) · Tags: greedy

[Sincerely_yours's solution](#)

147.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: — · first AC: 2026-05-01 · Kotlin 1.9 (first AC) · Tags: implementation, math

[Sincerely_yours's solution](#)