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Unique solved — TBWW

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

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

Filters: none

Count: 328

1.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,706 global accepts · Rating: 800 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: greedy

[TBWW's solution](#)

2.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,090 global accepts · Rating: 800 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: constructive algorithms, math

[TBWW's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[TBWW's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[TBWW's solution](#)

5.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,338 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[TBWW's solution](#)

6.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,421 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[TBWW's solution](#)

7.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,073 global accepts · Rating: 800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[TBWW's solution](#)

8.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,781 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[TBWW's solution](#)

9.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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10.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,393 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

11.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[TBWW's solution](#)

12.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings

[TBWW's solution](#)

13.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[TBWW's solution](#)

14.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

15.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[TBWW's solution](#)

16.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,343 global accepts · Rating: 800 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[TBWW's solution](#)

17.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

18.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[TBWW's solution](#)

19.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[TBWW's solution](#)

20.

2124A

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

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[TBWW's solution](#)

21.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TBWW's solution](#)

22.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math

[TBWW's solution](#)

23.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[TBWW's solution](#)

24.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[TBWW's solution](#)

25.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[TBWW's solution](#)

26.

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[TBWW's solution](#)

27.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,283 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[TBWW's solution](#)

28.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,203 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[TBWW's solution](#)

29.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[TBWW's solution](#)

30.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[TBWW's solution](#)

31.

2069A

[Was there an Array? · Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[TBWW's solution](#)

32.

2059A

[Milya and Two Arrays · Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[TBWW's solution](#)

33.

2063A

[Minimal Coprime · Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[TBWW's solution](#)

34.

2057A

[MEX Table · Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[TBWW's solution](#)

35.

2040A

[Game of Division · Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2025-01-03 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[TBWW's solution](#)

36.

2037B

[Intercepted Inputs · Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[TBWW's solution](#)

37.

2037A

[Twice · Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[TBWW's solution](#)

38.

2049A

[MEX Destruction · Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[TBWW's solution](#)

39.

2053A

[Tender Carpenter · Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[TBWW's solution](#)

40.

2043A

[Coin Transformation · Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[TBWW's solution](#)

41.

2029A

[Set · Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[TBWW's solution](#)

42.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[TBWW's solution](#)

43.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math
[TBWW's solution](#)

44.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[TBWW's solution](#)

45.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,743 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[TBWW's solution](#)

46.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,693 global accepts · Rating: 800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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47.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[TBWW's solution](#)

48.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[TBWW's solution](#)

49.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[TBWW's solution](#)

50.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[TBWW's solution](#)

51.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[TBWW's solution](#)

- 52.**
2001A
[Make All Equal](#) · [Tutorial](#)
Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[TBWW's solution](#)
- 53.**
2004A
[Closest Point](#) · [Tutorial](#)
Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[TBWW's solution](#)
- 54.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[TBWW's solution](#)
- 55.**
1998A
[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)
Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[TBWW's solution](#)
- 56.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[TBWW's solution](#)
- 57.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[TBWW's solution](#)
- 58.**
1994A
[Diverse Game](#) · [Tutorial](#)
Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[TBWW's solution](#)
- 59.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[TBWW's solution](#)
- 60.**
1986A
[X Axis](#) · [Tutorial](#)
Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings
[TBWW's solution](#)
- 61.**
1978B
[New Bakery](#) · [Tutorial](#)
Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[TBWW's solution](#)

62.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[TBWW's solution](#)

63.

71A

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

Quality: 503,253 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: strings

[TBWW's solution](#)

64.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,851 global accepts · Rating: 800 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[TBWW's solution](#)

65.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,985 global accepts · Rating: 900 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: implementation, sortings

[TBWW's solution](#)

66.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[TBWW's solution](#)

67.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[TBWW's solution](#)

68.

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[TBWW's solution](#)

69.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

70.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,307 global accepts · Rating: 900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[TBWW's solution](#)

71.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[TBWW's solution](#)

72.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[TBWW's solution](#)

73.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,593 global accepts · Rating: 900 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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74.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[TBWW's solution](#)

75.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[TBWW's solution](#)

76.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[TBWW's solution](#)

77.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[TBWW's solution](#)

78.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[TBWW's solution](#)

79.

2132C1

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

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[TBWW's solution](#)

80.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[TBWW's solution](#)

81.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[TBWW's solution](#)

82.

2057B

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

Quality: 23,276 global accepts · Rating: 1000 · first AC: 2025-01-04 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[TBWW's solution](#)

83.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[TBWW's solution](#)

84.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[TBWW's solution](#)

85.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[TBWW's solution](#)

86.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[TBWW's solution](#)

87.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[TBWW's solution](#)

88.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[TBWW's solution](#)

89.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,218 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math
[TBWW's solution](#)

90.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 1100 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: data structures, implementation, math, two pointers
[TBWW's solution](#)

91.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[TBWW's solution](#)

92.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[TBWW's solution](#)

93.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,128 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[TBWW's solution](#)

94.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[TBWW's solution](#)

95.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[TBWW's solution](#)

96.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[TBWW's solution](#)

97.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[TBWW's solution](#)

98.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TBWW's solution](#)

99.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[TBWW's solution](#)

100.

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[TBWW's solution](#)

101.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[TBWW's solution](#)

102.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[TBWW's solution](#)

103.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[TBWW's solution](#)

104.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[TBWW's solution](#)

105.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TBWW's solution](#)

106.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[TBWW's solution](#)

107.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TBWW's solution](#)

108.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[TBWW's solution](#)

109.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[TBWW's solution](#)

110.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[TBWW's solution](#)

111.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[TBWW's solution](#)

112.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TBWW's solution](#)

113.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[TBWW's solution](#)

114.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[TBWW's solution](#)

115.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,949 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

116.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[TBWW's solution](#)

117.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[TBWW's solution](#)

118.

2056C

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

Quality: 19,436 global accepts · Rating: 1200 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[TBWW's solution](#)

119.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[TBWW's solution](#)

120.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[TBWW's solution](#)

121.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[TBWW's solution](#)

122.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[TBWW's solution](#)

123.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[TBWW's solution](#)

124.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[TBWW's solution](#)

125.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,316 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[TBWW's solution](#)

126.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[TBWW's solution](#)

127.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[TBWW's solution](#)

128.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[TBWW's solution](#)

129.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[TBWW's solution](#)

130.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[TBWW's solution](#)

131.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[TBWW's solution](#)

132.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[TBWW's solution](#)

133.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[TBWW's solution](#)

134.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[TBWW's solution](#)

135.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[TBWW's solution](#)

136.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[TBWW's solution](#)

137.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[TBWW's solution](#)

138.

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[TBWW's solution](#)

139.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,747 global accepts · Rating: 1300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[TBWW's solution](#)

140.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[TBWW's solution](#)

141.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[TBWW's solution](#)

142.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,989 global accepts · Rating: 1300 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[TBWW's solution](#)

143.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[TBWW's solution](#)

144.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[TBWW's solution](#)

145.

1978C

[Manhattan Permutations](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[TBWW's solution](#)

146.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[TBWW's solution](#)

147.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[TBWW's solution](#)

148.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,580 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[TBWW's solution](#)

149.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[TBWW's solution](#)

150.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,062 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[TBWW's solution](#)

151.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,121 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[TBWW's solution](#)

152.

2131D

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

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[TBWW's solution](#)

153.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[TBWW's solution](#)

154.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[TBWW's solution](#)

155.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings
[TBWW's solution](#)

156.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math
[TBWW's solution](#)

157.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers
[TBWW's solution](#)

158.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings
[TBWW's solution](#)

159.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers
[TBWW's solution](#)

160.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[TBWW's solution](#)

161.

1986D

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

Quality: 17,963 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[TBWW's solution](#)

162.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: binary search, greedy, implementation, two pointers
[TBWW's solution](#)

163.

2183D1

[Tree Coloring \(Easy Version\) · Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[TBWW's solution](#)

164.

2183C

[War Strategy · Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[TBWW's solution](#)

165.

2163C

[Monopati · Tutorial](#)

Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[TBWW's solution](#)

166.

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[TBWW's solution](#)

167.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[TBWW's solution](#)

168.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[TBWW's solution](#)

169.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[TBWW's solution](#)

170.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TBWW's solution](#)

171.

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[TBWW's solution](#)

172.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and

conquer, dp, math

[TBWW's solution](#)

173.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[TBWW's solution](#)

174.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[TBWW's solution](#)

175.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[TBWW's solution](#)

176.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[TBWW's solution](#)

177.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[TBWW's solution](#)

178.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[TBWW's solution](#)

179.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[TBWW's solution](#)

180.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[TBWW's solution](#)

181.

2132D

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

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[TBWW's solution](#)

182.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[TBWW's solution](#)

183.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[TBWW's solution](#)

184.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,980 global accepts · Rating: 1600 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[TBWW's solution](#)

185.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[TBWW's solution](#)

186.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[TBWW's solution](#)

187.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[TBWW's solution](#)

188.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[TBWW's solution](#)

189.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[TBWW's solution](#)

190.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[TBWW's solution](#)

191.

2040C

[Ordered Permutations](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-03 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[TBWW's solution](#)

192.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[TBWW's solution](#)

193.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[TBWW's solution](#)

194.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[TBWW's solution](#)

195.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[TBWW's solution](#)

196.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[TBWW's solution](#)

197.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: data structures, divide and conquer, implementation

[TBWW's solution](#)

198.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TBWW's solution](#)

199.

2163B

[Sigta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[TBWW's solution](#)

200.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[TBWW's solution](#)

201.

2132E

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

Quality: 7,594 global accepts · Rating: 1700 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[TBWW's solution](#)

202.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[TBWW's solution](#)

203.

2124D

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

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[TBWW's solution](#)

204.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[TBWW's solution](#)

205.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[TBWW's solution](#)

206.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[TBWW's solution](#)

207.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[TBWW's solution](#)

208.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[TBWW's solution](#)

209.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[TBWW's solution](#)

210.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[TBWW's solution](#)

211.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,761 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[TBWW's solution](#)

212.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[TBWW's solution](#)

213.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[TBWW's solution](#)

214.

2022C

[Gerrymandering · Tutorial](#)

Quality: 6,413 global accepts · Rating: 1800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[TBWW's solution](#)

215.

2121F

[Yamakasi · Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[TBWW's solution](#)

216.

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[TBWW's solution](#)

217.

2071D1

[Infinite Sequence \(Easy Version\) · Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[TBWW's solution](#)

218.

2069D

[Palindrome Shuffle · Tutorial](#)

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[TBWW's solution](#)

219.

2043D

[Problem about GCD · Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[TBWW's solution](#)

220.

2032D

[Genokraken · Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[TBWW's solution](#)

221.

2007E

[Iris and the Tree · Tutorial](#)

Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[TBWW's solution](#)

222.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[TBWW's solution](#)

223.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[TBWW's solution](#)

224.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[TBWW's solution](#)

225.

2131F

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

Quality: 4,724 global accepts · Rating: 1900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[TBWW's solution](#)

226.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,603 global accepts · Rating: 1900 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[TBWW's solution](#)

227.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[TBWW's solution](#)

228.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TBWW's solution](#)

229.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[TBWW's solution](#)

230.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[TBWW's solution](#)

231.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, sortings

[TBWW's solution](#)

232.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[TBWW's solution](#)

233.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[TBWW's solution](#)

234.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2025-01-03 · last AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[TBWW's solution](#)

235.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[TBWW's solution](#)

236.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[TBWW's solution](#)

237.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[TBWW's solution](#)

238.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[TBWW's solution](#)

239.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[TBWW's solution](#)

240.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[TBWW's solution](#)

241.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[TBWW's solution](#)

242.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[TBWW's solution](#)

243.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[TBWW's solution](#)

244.

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[TBWW's solution](#)

245.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 2000 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[TBWW's solution](#)

246.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[TBWW's solution](#)

247.

2158D

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

Quality: 3,284 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[TBWW's solution](#)

248.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[TBWW's solution](#)

249.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TBWW's solution](#)

250.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[TBWW's solution](#)

251.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[TBWW's solution](#)

252.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[TBWW's solution](#)

253.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[TBWW's solution](#)

254.

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[TBWW's solution](#)

255.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[TBWW's solution](#)

256.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[TBWW's solution](#)

257.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[TBWW's solution](#)

258.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[TBWW's solution](#)

259.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[TBWW's solution](#)

260.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[TBWW's solution](#)

261.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[TBWW's solution](#)

262.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[TBWW's solution](#)

263.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2100 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[TBWW's solution](#)

264.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[TBWW's solution](#)

265.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[TBWW's solution](#)

266.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[TBWW's solution](#)

267.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[TBWW's solution](#)

268.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[TBWW's solution](#)

269.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[TBWW's solution](#)

270.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[TBWW's solution](#)

271.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[TBWW's solution](#)

272.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[TBWW's solution](#)

273.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[TBWW's solution](#)

274.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[TBWW's solution](#)

275.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[TBWW's solution](#)

276.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[TBWW's solution](#)

277.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[TBWW's solution](#)

278.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[TBWW's solution](#)

279.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[TBWW's solution](#)

280.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[TBWW's solution](#)

281.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[TBWW's solution](#)

282.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[TBWW's solution](#)

283.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[TBWW's solution](#)

284.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[TBWW's solution](#)

285.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[TBWW's solution](#)

286.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[TBWW's solution](#)

287.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[TBWW's solution](#)

288.

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[TBWW's solution](#)

289.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

constructive algorithms, greedy, math, strings

[TBWW's solution](#)

290.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[TBWW's solution](#)

291.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[TBWW's solution](#)

292.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[TBWW's solution](#)

293.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[TBWW's solution](#)

294.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[TBWW's solution](#)

295.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[TBWW's solution](#)

296.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[TBWW's solution](#)

297.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[TBWW's solution](#)

298.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[TBWW's solution](#)

299.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[TBWW's solution](#)

300.

105158C

[NcEuAN_%o•bSkÔ•j](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

301.

105158K

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Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

302.

105158H

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Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

303.

105158L

[Toxel N PCPC-III](#) [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

304.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

305.

105158M

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Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

306.

105158J

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Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

307.

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Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

308.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[TBWW's solution](#)

309.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[TBWW's solution](#)

310.

2168A1

[Encode and Decode \(Easy Version\) · Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[TBWW's solution](#)

311.

2168B

[Locate · Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[TBWW's solution](#)

312.

2168A2

[Encode and Decode \(Hard Version\) · Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[TBWW's solution](#)

313.

105941L

[Astral Decay · Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[TBWW's solution](#)

314.

105941C

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

[TBWW's solution](#)

315.

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Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[TBWW's solution](#)

316.

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

[TBWW's solution](#)

317.

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

[TBWW's solution](#)

318.

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

[TBWW's solution](#)

319.

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

[TBWW's solution](#)

320.

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Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[TBWW's solution](#)

321.

105941D

[2025 · Tutorial](#)

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

[TBWW's solution](#)

322.

105941J

[Ring Trick · Tutorial](#)

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

[TBWW's solution](#)

323.

2095C

[Would It Be Unrated? · Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, brute force

[TBWW's solution](#)

324.

2095G

[Definitely a Geometry Problem · Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[TBWW's solution](#)

325.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[TBWW's solution](#)

326.

2095B

[Plinko · Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive

[TBWW's solution](#)

327.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[TBWW's solution](#)

328.

undefined100

[A+B · Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[TBWW's solution](#)