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Unique solved — Taechka

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

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

Filters: none

Count: 253

- 1.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,688 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Taechka's solution](#)
- 2.**
2200B
[Deletion Sort](#) · [Tutorial](#)
Quality: 25,491 global accepts · Rating: 800 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[Taechka's solution](#)
- 3.**
2200A
[Eating Game](#) · [Tutorial](#)
Quality: 28,143 global accepts · Rating: 800 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Taechka's solution](#)
- 4.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 18,004 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Taechka's solution](#)
- 5.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,081 global accepts · Rating: 800 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Taechka's solution](#)
- 6.**
2194A
[Lawn Mower](#) · [Tutorial](#)
Quality: 23,843 global accepts · Rating: 800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Taechka's solution](#)
- 7.**
2193B
[Reverse a Permutation](#) · [Tutorial](#)
Quality: 30,122 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Taechka's solution](#)
- 8.**
2193A
[DBMB and the Array](#) · [Tutorial](#)
Quality: 42,666 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Taechka's solution](#)
- 9.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,370 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Taechka's solution](#)
- 10.**
2183A
[Binary Array Game](#) · [Tutorial](#)

Quality: 23,674 global accepts · Rating: 800 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[Taechka's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,738 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Taechka's solution](#)

12.

2179B

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

Quality: 28,342 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Taechka's solution](#)

13.

2179A

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

Quality: 34,427 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Taechka's solution](#)

14.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Taechka's solution](#)

15.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Taechka's solution](#)

16.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Taechka's solution](#)

17.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Taechka's solution](#)

18.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,826 global accepts · Rating: 800 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Taechka's solution](#)

19.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Taechka's solution](#)

20.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Taechka's solution](#)

21.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Taechka's solution](#)

22.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Taechka's solution](#)

23.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Taechka's solution](#)

24.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,641 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[Taechka's solution](#)

25.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Taechka's solution](#)

26.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Taechka's solution](#)

27.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Taechka's solution](#)

28.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Taechka's solution](#)

29.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Taechka's solution](#)

30.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Taechka's solution](#)

31.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Taechka's solution](#)

- 32.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Taechka's solution](#)
- 33.**
1995A
[Diagonals](#) · [Tutorial](#)
Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Taechka's solution](#)
- 34.**
1992B
[Angry Monk](#) · [Tutorial](#)
Quality: 37,959 global accepts · Rating: 800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Taechka's solution](#)
- 35.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Taechka's solution](#)
- 36.**
1979A
[Guess the Maximum](#) · [Tutorial](#)
Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[Taechka's solution](#)
- 37.**
1981A
[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)
Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Taechka's solution](#)
- 38.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,202 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[Taechka's solution](#)
- 39.**
1974B
[Symmetric Encoding](#) · [Tutorial](#)
Quality: 34,489 global accepts · Rating: 800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[Taechka's solution](#)
- 40.**
1974A
[Phone Desktop](#) · [Tutorial](#)
Quality: 37,923 global accepts · Rating: 800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Taechka's solution](#)
- 41.**
1942A
[Farmer John's Challenge](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Taechka's solution](#)
- 42.**
1950B
[Upscaling](#) · [Tutorial](#)
Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Taechka's solution](#)

- 43.**
1950A
[Stair, Peak, or Neither? · Tutorial](#)
Quality: 69,457 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Taechka's solution](#)
- 44.**
1948A
[Special Characters · Tutorial](#)
Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[Taechka's solution](#)
- 45.**
1941A
[Rudolf and the Ticket · Tutorial](#)
Quality: 47,700 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Taechka's solution](#)
- 46.**
1934A
[Too Min Too Max · Tutorial](#)
Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Taechka's solution](#)
- 47.**
1919B
[Plus-Minus Split · Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Taechka's solution](#)
- 48.**
1919A
[Wallet Exchange · Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math
[Taechka's solution](#)
- 49.**
1907A
[Rook · Tutorial](#)
Quality: 41,761 global accepts · Rating: 800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Taechka's solution](#)
- 50.**
1900A
[Cover in Water · Tutorial](#)
Quality: 64,131 global accepts · Rating: 800 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Taechka's solution](#)
- 51.**
1901A
[Line Trip · Tutorial](#)
Quality: 75,346 global accepts · Rating: 800 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Taechka's solution](#)
- 52.**
1899A
[Game with Integers · Tutorial](#)
Quality: 92,798 global accepts · Rating: 800 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory
[Taechka's solution](#)
- 53.**
1894A
[Secret Sport · Tutorial](#)
Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Taechka's solution](#)

54.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,259 global accepts · Rating: 800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[Taechka's solution](#)

55.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Taechka's solution](#)

56.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,809 global accepts · Rating: 800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Taechka's solution](#)

57.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,522 global accepts · Rating: 800 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Taechka's solution](#)

58.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Taechka's solution](#)

59.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Taechka's solution](#)

60.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,737 global accepts · Rating: 900 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Taechka's solution](#)

61.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Taechka's solution](#)

62.

2140B

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

Quality: 22,138 global accepts · Rating: 900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Taechka's solution](#)

63.

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Taechka's solution](#)

64.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[Taechka's solution](#)

65.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,541 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[Taechka's solution](#)

66.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Taechka's solution](#)

67.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,393 global accepts · Rating: 900 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Taechka's solution](#)

68.

115A

[Party](#) · [Tutorial](#)

Quality: 43,360 global accepts · Rating: 900 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Taechka's solution](#)

69.

1900B

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

Quality: 20,473 global accepts · Rating: 900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[Taechka's solution](#)

70.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,703 global accepts · Rating: 900 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: strings
[Taechka's solution](#)

71.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Taechka's solution](#)

72.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,788 global accepts · Rating: 900 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Taechka's solution](#)

73.

2203B

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

Quality: 14,311 global accepts · Rating: 1000 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[Taechka's solution](#)

74.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,909 global accepts · Rating: 1000 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings
[Taechka's solution](#)

75.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,432 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Taechka's solution](#)

76.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,725 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Taechka's solution](#)

77.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Taechka's solution](#)

78.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Taechka's solution](#)

79.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Taechka's solution](#)

80.

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Taechka's solution](#)

81.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,435 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Taechka's solution](#)

82.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,384 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[Taechka's solution](#)

83.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Taechka's solution](#)

84.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,191 global accepts · Rating: 1000 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Taechka's solution](#)

85.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Taechka's solution](#)

- 86.**
2193D
[Monster Game](#) · [Tutorial](#)
Quality: 21,579 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[Taechka's solution](#)
- 87.**
2183B
[Yet Another MEX Problem](#) · [Tutorial](#)
Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Taechka's solution](#)
- 88.**
2179C
[Blackslex and Number Theory](#) · [Tutorial](#)
Quality: 22,305 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings
[Taechka's solution](#)
- 89.**
2107B
[Apples in Boxes](#) · [Tutorial](#)
Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[Taechka's solution](#)
- 90.**
2104C
[Card Game](#) · [Tutorial](#)
Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[Taechka's solution](#)
- 91.**
2063B
[Subsequence Update](#) · [Tutorial](#)
Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[Taechka's solution](#)
- 92.**
2043B
[Digits](#) · [Tutorial](#)
Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Taechka's solution](#)
- 93.**
2032B
[Medians](#) · [Tutorial](#)
Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Taechka's solution](#)
- 94.**
1993B
[Parity and Sum](#) · [Tutorial](#)
Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Taechka's solution](#)
- 95.**
1997C
[Even Positions](#) · [Tutorial](#)
Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Taechka's solution](#)

- 96.**
1997B
[Make Three Regions](#) · [Tutorial](#)
Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
[Taechka's solution](#)
- 97.**
1995B1
[Bouquet \(Easy Version\)](#) · [Tutorial](#)
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[Taechka's solution](#)
- 98.**
1984B
[Large Addition](#) · [Tutorial](#)
Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Taechka's solution](#)
- 99.**
1977B
[Binary Colouring](#) · [Tutorial](#)
Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Taechka's solution](#)
- 100.**
1948B
[Array Fix](#) · [Tutorial](#)
Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[Taechka's solution](#)
- 101.**
1904B
[Collecting Game](#) · [Tutorial](#)
Quality: 27,925 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[Taechka's solution](#)
- 102.**
1901B
[Chip and Ribbon](#) · [Tutorial](#)
Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[Taechka's solution](#)
- 103.**
1899C
[Yarik and Array](#) · [Tutorial](#)
Quality: 34,876 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[Taechka's solution](#)
- 104.**
1899B
[250 Thousand Tons of TNT](#) · [Tutorial](#)
Quality: 33,370 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[Taechka's solution](#)
- 105.**
1366A
[Shovels and Swords](#) · [Tutorial](#)
Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[Taechka's solution](#)

106.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,969 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Taechka's solution](#)

107.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Taechka's solution](#)

108.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,703 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Taechka's solution](#)

109.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Taechka's solution](#)

110.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Taechka's solution](#)

111.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,869 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Taechka's solution](#)

112.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Taechka's solution](#)

113.

1954C

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

Quality: 22,746 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Taechka's solution](#)

114.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,518 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Taechka's solution](#)

115.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[Taechka's solution](#)

116.

1934B

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

Quality: 22,016 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Taechka's solution](#)

117.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Taechka's solution](#)

118.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 1200 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[Taechka's solution](#)

119.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,794 global accepts · Rating: 1300 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Taechka's solution](#)

120.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,060 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Taechka's solution](#)

121.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Taechka's solution](#)

122.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,901 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[Taechka's solution](#)

123.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths
[Taechka's solution](#)

124.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,903 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Taechka's solution](#)

125.

2179D

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

Quality: 13,516 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Taechka's solution](#)

126.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,129 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Taechka's solution](#)

127.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,545 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[Taechka's solution](#)

128.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[Taechka's solution](#)

129.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
[Taechka's solution](#)

130.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Taechka's solution](#)

131.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Taechka's solution](#)

132.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,830 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[Taechka's solution](#)

133.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[Taechka's solution](#)

134.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths
[Taechka's solution](#)

135.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,654 global accepts · Rating: 1300 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Taechka's solution](#)

136.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Taechka's solution](#)

137.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[Taechka's solution](#)

138.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[Taechka's solution](#)

139.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Taechka's solution](#)

140.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[Taechka's solution](#)

141.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Taechka's solution](#)

142.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Taechka's solution](#)

143.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[Taechka's solution](#)

144.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Taechka's solution](#)

145.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Taechka's solution](#)

146.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,553 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Taechka's solution](#)

147.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms

[Taechka's solution](#)

148.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Taechka's solution](#)

149.

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Taechka's solution](#)

150.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1500 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory

[Taechka's solution](#)

151.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[Taechka's solution](#)

152.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Taechka's solution](#)

153.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Taechka's solution](#)

154.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy

[Taechka's solution](#)

155.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Taechka's solution](#)

156.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Taechka's solution](#)

157.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Taechka's solution](#)

158.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Taechka's solution](#)

159.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Taechka's solution](#)

160.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,572 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Taechka's solution](#)

161.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[Taechka's solution](#)

162.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Taechka's solution](#)

163.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Taechka's solution](#)

164.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Taechka's solution](#)

165.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,465 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Taechka's solution](#)

166.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,555 global accepts · Rating: 1600 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[Taechka's solution](#)

167.

2063C

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

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Taechka's solution](#)

168.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Taechka's solution](#)

169.

2018A

[Cards Partition](#) · [Tutorial](#)

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

[Taechka's solution](#)

170.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,799 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, number theory

[Taechka's solution](#)

171.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Taechka's solution](#)

172.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Taechka's solution](#)

173.

2203D

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

Quality: 5,437 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[Taechka's solution](#)

174.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,960 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Taechka's solution](#)

175.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Taechka's solution](#)

176.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

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

[Taechka's solution](#)

177.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Taechka's solution](#)

178.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Taechka's solution](#)

179.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Taechka's solution](#)

180.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Taechka's solution](#)

181.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Taechka's solution](#)

182.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Taechka's solution](#)

183.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Taechka's solution](#)

184.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Taechka's solution](#)

185.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Taechka's solution](#)

186.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[Taechka's solution](#)

187.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Taechka's solution](#)

188.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,764 global accepts · Rating: 1800 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Taechka's solution](#)

189.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Taechka's solution](#)

190.

2179E

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

Quality: 5,783 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Taechka's solution](#)

191.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[Taechka's solution](#)

192.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Taechka's solution](#)

193.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Taechka's solution](#)

194.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Taechka's solution](#)

195.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[Taechka's solution](#)

196.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Taechka's solution](#)

197.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Taechka's solution](#)

198.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Taechka's solution](#)

199.

2200F

[Moouclear Reactor 2](#) · [Tutorial](#)

Quality: 2,893 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Taechka's solution](#)

200.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Taechka's solution](#)

201.

2180D

[Insolvable Disks](#) · [Tutorial](#)

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

[Taechka's solution](#)

202.

2180C

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

Quality: 6,465 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Taechka's solution](#)

203.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[Taechka's solution](#)

204.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Taechka's solution](#)

205.

2018B

[Speedbreaker](#) · [Tutorial](#)

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

[Taechka's solution](#)

206.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Taechka's solution](#)

207.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Taechka's solution](#)

208.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Taechka's solution](#)

209.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[Taechka's solution](#)

210.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[Taechka's solution](#)

211.

2178E

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

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

[Taechka's solution](#)

212.

2179F

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Taechka's solution](#)

213.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Taechka's solution](#)

214.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Taechka's solution](#)

215.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Taechka's solution](#)

216.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Taechka's solution](#)

217.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Taechka's solution](#)

218.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Taechka's solution](#)

219.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Taechka's solution](#)

220.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Taechka's solution](#)

221.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Taechka's solution](#)

222.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Taechka's solution](#)

223.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Taechka's solution](#)

224.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Taechka's solution](#)

225.

2179G

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

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[Taechka's solution](#)

226.

2179H

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

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Taechka's solution](#)

227.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[Taechka's solution](#)

228.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, interactive

[Taechka's solution](#)

229.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Taechka's solution](#)

230.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[Taechka's solution](#)

231.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Taechka's solution](#)

232.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Taechka's solution](#)

233.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Taechka's solution](#)

234.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Taechka's solution](#)

235.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Taechka's solution](#)

236.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Taechka's solution](#)

237.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, sortings

[Taechka's solution](#)

238.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Taechka's solution](#)

239.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[Taechka's solution](#)

240.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,721 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[Taechka's solution](#)

241.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Taechka's solution](#)

242.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Taechka's solution](#)

243.

2222D

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

Quality: 3,192 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Taechka's solution](#)

244.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Taechka's solution](#)

245.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,285 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Taechka's solution](#)

246.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,009 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[Taechka's solution](#)

247.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings
[Taechka's solution](#)

248.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: *special, strings
[Taechka's solution](#)

249.

1047765

[BD5DteQT @ AD6Cä= C, 4D 5C\\$=C,,9 Cα0CÄ5CÔL](#)

Rating: — · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Taechka's solution](#)

250.

1047764

[AÖ0C4@ C 6CD5CÔ8CR CDt0D BCÔ8Cα>C" >C´8CÄ?C,,0CDK](#)

Rating: — · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Taechka's solution](#)

251.

1047763

[B,5D BE @ Cα8](#)

Rating: — · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Taechka's solution](#)

252.

1047762

[A·@C@BDÄO C, AE AD\\$@D°](#)

Rating: — · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Taechka's solution](#)

253.

1047761

[Aö@Dα×D´5 C, >Cα@D46CÔ>D BC€](#)

Rating: — · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[Taechka's solution](#)