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Unique solved — TimeLimitExceed

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

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

Filters: none

Count: 185

1.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[TimeLimitExceed's solution](#)

2.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [geometry](#), [greedy](#), [math](#)
[TimeLimitExceed's solution](#)

3.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
[TimeLimitExceed's solution](#)

4.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)
[TimeLimitExceed's solution](#)

5.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
[TimeLimitExceed's solution](#)

6.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)
[TimeLimitExceed's solution](#)

7.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[TimeLimitExceed's solution](#)

8.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#)
[TimeLimitExceed's solution](#)

9.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,108 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#)
[TimeLimitExceed's solution](#)

10.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[TimeLimitExceed's solution](#)

11.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[TimeLimitExceed's solution](#)

12.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[TimeLimitExceed's solution](#)

13.

782A

[Andryusha and Socks](#) · [Tutorial](#)

Rating: 800 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: implementation

[TimeLimitExceed's solution](#)

14.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[TimeLimitExceed's solution](#)

15.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[TimeLimitExceed's solution](#)

16.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: math

[TimeLimitExceed's solution](#)

17.

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[TimeLimitExceed's solution](#)

18.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[TimeLimitExceed's solution](#)

19.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[TimeLimitExceed's solution](#)

20.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: greedy, math

[TimeLimitExceed's solution](#)

21.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[TimeLimitExceed's solution](#)

22.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[TimeLimitExceed's solution](#)

23.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[TimeLimitExceed's solution](#)

24.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[TimeLimitExceed's solution](#)

25.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[TimeLimitExceed's solution](#)

26.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[TimeLimitExceed's solution](#)

27.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy
[TimeLimitExceed's solution](#)

28.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy
[TimeLimitExceed's solution](#)

29.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[TimeLimitExceed's solution](#)

30.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[TimeLimitExceed's solution](#)

31.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[TimeLimitExceed's solution](#)

32.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[TimeLimitExceed's solution](#)

33.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: implementation

[TimeLimitExceed's solution](#)

34.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math

[TimeLimitExceed's solution](#)

35.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[TimeLimitExceed's solution](#)

36.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[TimeLimitExceed's solution](#)

37.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[TimeLimitExceed's solution](#)

38.

876B

[Divisibility of Differences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[TimeLimitExceed's solution](#)

39.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[TimeLimitExceed's solution](#)

40.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[TimeLimitExceed's solution](#)

41.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dp

[TimeLimitExceed's solution](#)

42.

2057C

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

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[TimeLimitExceed's solution](#)

43.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[TimeLimitExceed's solution](#)

44.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[TimeLimitExceed's solution](#)

45.

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

[TimeLimitExceed's solution](#)

46.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[TimeLimitExceed's solution](#)

47.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[TimeLimitExceed's solution](#)

48.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[TimeLimitExceed's solution](#)

49.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[TimeLimitExceed's solution](#)

50.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: binary search, ternary search

[TimeLimitExceed's solution](#)

51.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[TimeLimitExceed's solution](#)

52.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[TimeLimitExceed's solution](#)

53.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 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

[TimeLimitExceed's solution](#)

54.

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[TimeLimitExceed's solution](#)

55.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math, number theory

[TimeLimitExceed's solution](#)

56.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[TimeLimitExceed's solution](#)

57.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: binary search, strings

[TimeLimitExceed's solution](#)

58.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[TimeLimitExceed's solution](#)

59.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[TimeLimitExceed's solution](#)

60.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[TimeLimitExceed's solution](#)

61.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[TimeLimitExceed's solution](#)

62.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2017-09-08 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[TimeLimitExceed's solution](#)

63.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2017-07-05 · GNU C++ (first AC) · Tags: data structures, sortings

[TimeLimitExceed's solution](#)

64.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · GNU C++11 (first AC) · Tags: data structures, expression parsing, greedy

[TimeLimitExceed's solution](#)

65.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

[TimeLimitExceed's solution](#)

66.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[TimeLimitExceed's solution](#)

67.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[TimeLimitExceed's solution](#)

68.

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

[TimeLimitExceed's solution](#)

69.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[TimeLimitExceed's solution](#)

70.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[TimeLimitExceed's solution](#)

71.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[TimeLimitExceed's solution](#)

72.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[TimeLimitExceed's solution](#)

73.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: dp, probabilities
[TimeLimitExceed's solution](#)

74.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[TimeLimitExceed's solution](#)

75.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[TimeLimitExceed's solution](#)

76.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[TimeLimitExceed's solution](#)

77.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[TimeLimitExceed's solution](#)

78.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[TimeLimitExceed's solution](#)

79.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[TimeLimitExceed's solution](#)

80.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[TimeLimitExceed's solution](#)

81.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[TimeLimitExceed's solution](#)

82.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[TimeLimitExceed's solution](#)

83.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[TimeLimitExceed's solution](#)

84.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[TimeLimitExceed's solution](#)

85.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[TimeLimitExceed's solution](#)

86.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[TimeLimitExceed's solution](#)

87.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · last AC: 2018-04-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[TimeLimitExceed's solution](#)

88.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[TimeLimitExceed's solution](#)

89.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-07-05 · GNU C++ (first AC) · Tags: data structures

[TimeLimitExceed's solution](#)

90.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: *special, data structures

[TimeLimitExceed's solution](#)

91.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2017-06-04 · GNU C++ (first AC) · Tags: brute force, data structures, math

[TimeLimitExceed's solution](#)

92.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[TimeLimitExceed's solution](#)

93.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[TimeLimitExceed's solution](#)

94.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[TimeLimitExceed's solution](#)

95.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[TimeLimitExceed's solution](#)

96.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: data structures, two pointers

[TimeLimitExceed's solution](#)

97.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dp, matrices, sortings

[TimeLimitExceed's solution](#)

98.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-17 · GNU C++ (first AC) · Tags: data structures, strings

[TimeLimitExceed's solution](#)

99.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2100 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: data structures

[TimeLimitExceed's solution](#)

100.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[TimeLimitExceed's solution](#)

101.

863F

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

Quality: 1,526 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: flows

[TimeLimitExceed's solution](#)

102.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[TimeLimitExceed's solution](#)

103.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[TimeLimitExceed's solution](#)

104.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[TimeLimitExceed's solution](#)

105.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-11-09 · GNU C++11 (first AC) · Tags: bitmasks, dp

[TimeLimitExceed's solution](#)

106.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,282 global accepts · Rating: 2200 · first AC: 2017-10-14 · GNU C++ (first AC) · Tags: dp

[TimeLimitExceed's solution](#)

107.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2017-09-13 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees

[TimeLimitExceed's solution](#)

108.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: data structures

[TimeLimitExceed's solution](#)

109.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[TimeLimitExceed's solution](#)

110.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[TimeLimitExceed's solution](#)

111.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[TimeLimitExceed's solution](#)

112.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[TimeLimitExceed's solution](#)

113.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 2300 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[TimeLimitExceed's solution](#)

114.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[TimeLimitExceed's solution](#)

115.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[TimeLimitExceed's solution](#)

116.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[TimeLimitExceed's solution](#)

117.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[TimeLimitExceed's solution](#)

118.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[TimeLimitExceed's solution](#)

119.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: dp

[TimeLimitExceed's solution](#)

120.

1191E

[Tokitsukaze and Duel](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, games, greedy

[TimeLimitExceed's solution](#)

121.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: number theory

[TimeLimitExceed's solution](#)

122.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory
[TimeLimitExceed's solution](#)

123.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2300 · first AC: 2017-06-11 · GNU C++ (first AC) · Tags: data structures, math
[TimeLimitExceed's solution](#)

124.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2025-01-11 · last AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[TimeLimitExceed's solution](#)

125.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[TimeLimitExceed's solution](#)

126.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: brute force, graphs
[TimeLimitExceed's solution](#)

127.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities
[TimeLimitExceed's solution](#)

128.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: dp, probabilities, two pointers
[TimeLimitExceed's solution](#)

129.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2017-07-02 · last AC: 2017-07-02 · GNU C++ (first AC) · Tags: data structures
[TimeLimitExceed's solution](#)

130.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[TimeLimitExceed's solution](#)

131.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[TimeLimitExceed's solution](#)

132.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[TimeLimitExceed's solution](#)

133.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[TimeLimitExceed's solution](#)

134.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[TimeLimitExceed's solution](#)

135.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[TimeLimitExceed's solution](#)

136.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings

[TimeLimitExceed's solution](#)

137.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-07-13 · GNU C++11 (first AC) · Tags: dp

[TimeLimitExceed's solution](#)

138.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: dp, graphs, greedy

[TimeLimitExceed's solution](#)

139.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2017-09-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, probabilities, trees

[TimeLimitExceed's solution](#)

140.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: data structures

[TimeLimitExceed's solution](#)

141.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[TimeLimitExceed's solution](#)

142.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[TimeLimitExceed's solution](#)

143.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[TimeLimitExceed's solution](#)

144.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[TimeLimitExceed's solution](#)

145.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-28 · last AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[TimeLimitExceed's solution](#)

146.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[TimeLimitExceed's solution](#)

147.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-03-01 · last AC: 2018-03-02 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[TimeLimitExceed's solution](#)

148.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-02-27 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp

[TimeLimitExceed's solution](#)

149.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2017-11-03 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[TimeLimitExceed's solution](#)

150.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2700 · first AC: 2025-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[TimeLimitExceed's solution](#)

151.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[TimeLimitExceed's solution](#)

152.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[TimeLimitExceed's solution](#)

153.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[TimeLimitExceed's solution](#)

154.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: 2-sat

[TimeLimitExceed's solution](#)

155.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory

[TimeLimitExceed's solution](#)

156.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[TimeLimitExceed's solution](#)

157.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2018-03-23 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[TimeLimitExceed's solution](#)

158.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2018-02-28 · GNU C++ (first AC) · Tags: bitmasks, dp

[TimeLimitExceed's solution](#)

159.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2018-01-02 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[TimeLimitExceed's solution](#)

160.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2017-09-28 · last AC: 2025-05-14 · GNU C++ (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[TimeLimitExceed's solution](#)

161.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[TimeLimitExceed's solution](#)

162.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[TimeLimitExceed's solution](#)

163.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[TimeLimitExceed's solution](#)

164.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[TimeLimitExceed's solution](#)

165.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2018-03-02 · GNU C++ (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math
[TimeLimitExceed's solution](#)

166.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2017-06-10 · GNU C++ (first AC) · Tags: data structures, flows, graphs, implementation
[TimeLimitExceed's solution](#)

167.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows
[TimeLimitExceed's solution](#)

168.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, trees
[TimeLimitExceed's solution](#)

169.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[TimeLimitExceed's solution](#)

170.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices
[TimeLimitExceed's solution](#)

171.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-12-13 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings
[TimeLimitExceed's solution](#)

172.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: binary search, greedy
[TimeLimitExceed's solution](#)

173.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-03-25 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[TimeLimitExceed's solution](#)

174.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[TimeLimitExceed's solution](#)

175.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings
[TimeLimitExceed's solution](#)

176.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: data structures

[TimeLimitExceed's solution](#)

177.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[TimeLimitExceed's solution](#)

178.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[TimeLimitExceed's solution](#)

179.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[TimeLimitExceed's solution](#)

180.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math

[TimeLimitExceed's solution](#)

181.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[TimeLimitExceed's solution](#)

182.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,209 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[TimeLimitExceed's solution](#)

183.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[TimeLimitExceed's solution](#)

184.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[TimeLimitExceed's solution](#)

185.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2017-09-12 · GNU C++ (first AC) · Tags: dp, probabilities

[TimeLimitExceed's solution](#)