

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

<https://cfelitetracker.vercel.app>

Unique solved — Timmy1003

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

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

Filters: none

Count: 221

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Timmy1003's solution](#)

2.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Timmy1003's solution](#)

5.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,580 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Timmy1003's solution](#)

6.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Timmy1003's solution](#)

7.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Timmy1003's solution](#)

8.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Timmy1003's solution](#)

9.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[Timmy1003's solution](#)

10.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Timmy1003's solution](#)

11.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Timmy1003's solution](#)

12.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Timmy1003's solution](#)

13.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Timmy1003's solution](#)

14.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Timmy1003's solution](#)

15.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Timmy1003's solution](#)

16.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[Timmy1003's solution](#)

17.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[Timmy1003's solution](#)

18.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Timmy1003's solution](#)

19.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Timmy1003's solution](#)

20.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[Timmy1003's solution](#)

21.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,054 global accepts · Rating: 800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

22.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Timmy1003's solution](#)

23.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

24.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

25.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

26.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · last AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Timmy1003's solution](#)

27.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

28.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,353 global accepts · Rating: 800 · first AC: 2019-01-23 · last AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

29.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · MS C++ (first AC) · Tags: brute force, implementation, math

[Timmy1003's solution](#)

30.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-28 · MS C++ (first AC) · Tags: implementation

[Timmy1003's solution](#)

31.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,213 global accepts · Rating: 800 · first AC: 2018-12-18 · MS C++ (first AC) · Tags: sortings

[Timmy1003's solution](#)

32.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-18 · MS C++ (first AC) · Tags: implementation

[Timmy1003's solution](#)

33.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · last AC: 2018-12-05 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[Timmy1003's solution](#)

34.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · MS C++ (first AC) · Tags: math

[Timmy1003's solution](#)

35.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · MS C++ (first AC) · Tags: math

[Timmy1003's solution](#)

36.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Timmy1003's solution](#)

37.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

38.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Timmy1003's solution](#)

39.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

40.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

41.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Timmy1003's solution](#)

42.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

43.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Timmy1003's solution](#)

44.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

45.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Timmy1003's solution](#)

46.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Timmy1003's solution](#)

47.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-28 · MS C++ (first AC) · Tags: implementation

[Timmy1003's solution](#)

48.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-24 · MS C++ (first AC) · Tags: math

[Timmy1003's solution](#)

49.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

50.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

51.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Timmy1003's solution](#)

52.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

53.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

54.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

55.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

56.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

57.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-23 · MS C++ 2017 (first AC) · Tags: dsu, math

[Timmy1003's solution](#)

58.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

59.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Timmy1003's solution](#)

60.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

61.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

62.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Timmy1003's solution](#)

63.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

64.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

65.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

66.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Timmy1003's solution](#)

67.

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Timmy1003's solution](#)

68.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

69.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

70.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · last AC: 2018-12-05 · MS C++ (first AC) · Tags: implementation, sortings

[Timmy1003's solution](#)

71.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · MS C++ (first AC) · Tags: greedy

[Timmy1003's solution](#)

72.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Timmy1003's solution](#)

73.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Timmy1003's solution](#)

74.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

75.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number

theory

[Timmy1003's solution](#)

76.

1105B

[Zuhair and Strings](#) · [Tutorial](#)

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Timmy1003's solution](#)

77.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Timmy1003's solution](#)

78.

1343C

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

Quality: 44,065 global accepts · Rating: 1200 · first AC: 2020-05-07 · last AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Timmy1003's solution](#)

79.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Timmy1003's solution](#)

80.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Timmy1003's solution](#)

81.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Timmy1003's solution](#)

82.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Timmy1003's solution](#)

83.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

84.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Timmy1003's solution](#)

85.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Timmy1003's solution](#)

86.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,107 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[Timmy1003's solution](#)

87.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

88.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

89.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Timmy1003's solution](#)

90.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Timmy1003's solution](#)

91.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Timmy1003's solution](#)

92.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-31 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Timmy1003's solution](#)

93.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,421 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Timmy1003's solution](#)

94.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Timmy1003's solution](#)

95.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Timmy1003's solution](#)

96.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Timmy1003's solution](#)

97.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Timmy1003's solution](#)

98.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Timmy1003's solution](#)

99.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Timmy1003's solution](#)

100.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-23 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, math

[Timmy1003's solution](#)

101.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Timmy1003's solution](#)

102.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Timmy1003's solution](#)

103.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Timmy1003's solution](#)

104.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Timmy1003's solution](#)

105.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Timmy1003's solution](#)

106.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · last AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Timmy1003's solution](#)

107.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Timmy1003's solution](#)

108.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

109.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-20 · MS C++ (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

110.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Timmy1003's solution](#)

111.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Timmy1003's solution](#)

112.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[Timmy1003's solution](#)

113.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Timmy1003's solution](#)

114.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Timmy1003's solution](#)

115.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

116.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

117.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Timmy1003's solution](#)

118.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

119.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Timmy1003's solution](#)

120.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Timmy1003's solution](#)

121.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Timmy1003's solution](#)

122.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

123.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,584 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Timmy1003's solution](#)

124.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Timmy1003's solution](#)

125.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

126.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

127.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2018-12-28 · MS C++ (first AC) · Tags: bitmasks, greedy

[Timmy1003's solution](#)

128.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-05 · MS C++ (first AC) · Tags: constructive algorithms, greedy, math

[Timmy1003's solution](#)

129.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Quality: 1500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Timmy1003's solution](#)

130.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Timmy1003's solution](#)

131.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Timmy1003's solution](#)

132.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,303 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Timmy1003's solution](#)

133.

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · last AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

134.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[Timmy1003's solution](#)

135.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Timmy1003's solution](#)

136.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Timmy1003's solution](#)

137.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

138.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

139.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Timmy1003's solution](#)

140.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Timmy1003's solution](#)

141.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Timmy1003's solution](#)

142.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Timmy1003's solution](#)

143.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · last AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Timmy1003's solution](#)

144.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Timmy1003's solution](#)

145.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Timmy1003's solution](#)

146.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-22 · MS C++ (first AC) · Tags: greedy, math, number theory

[Timmy1003's solution](#)

147.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Timmy1003's solution](#)

148.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Timmy1003's solution](#)

149.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Timmy1003's solution](#)

150.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

151.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Timmy1003's solution](#)

152.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Timmy1003's solution](#)

153.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Timmy1003's solution](#)

154.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-24 · last AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[Timmy1003's solution](#)

155.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Timmy1003's solution](#)

156.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

157.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2019-01-26 · last AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Timmy1003's solution](#)

158.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Timmy1003's solution](#)

159.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Timmy1003's solution](#)

160.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1700 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[Timmy1003's solution](#)

161.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[Timmy1003's solution](#)

162.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,538 global accepts · Rating: 1700 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Timmy1003's solution](#)

163.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Timmy1003's solution](#)

164.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Timmy1003's solution](#)

165.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Timmy1003's solution](#)

166.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Timmy1003's solution](#)

167.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Timmy1003's solution](#)

168.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 10,999 global accepts · Rating: 1700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[Timmy1003's solution](#)

169.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Timmy1003's solution](#)

170.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[Timmy1003's solution](#)

171.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Timmy1003's solution](#)

172.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

173.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[Timmy1003's solution](#)

174.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Timmy1003's solution](#)

175.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Timmy1003's solution](#)

176.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Timmy1003's solution](#)

177.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Timmy1003's solution](#)

178.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Timmy1003's solution](#)

179.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Timmy1003's solution](#)

180.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-05 · last AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[Timmy1003's solution](#)

181.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Timmy1003's solution](#)

182.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · MS C++ (first AC) · Tags: combinatorics, dp, math
[Timmy1003's solution](#)

183.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · MS C++ (first AC) · Tags: strings
[Timmy1003's solution](#)

184.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[Timmy1003's solution](#)

185.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[Timmy1003's solution](#)

186.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[Timmy1003's solution](#)

187.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[Timmy1003's solution](#)

188.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[Timmy1003's solution](#)

189.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Timmy1003's solution](#)

190.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[Timmy1003's solution](#)

191.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-18 · last AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Timmy1003's solution](#)

192.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-27 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Timmy1003's solution](#)

193.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Timmy1003's solution](#)

194.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Timmy1003's solution](#)

195.

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Timmy1003's solution](#)

196.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Timmy1003's solution](#)

197.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Timmy1003's solution](#)

198.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

[Timmy1003's solution](#)

199.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[Timmy1003's solution](#)

200.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[Timmy1003's solution](#)

201.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,068 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Timmy1003's solution](#)

202.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Timmy1003's solution](#)

203.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[Timmy1003's solution](#)

204.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-11-03 · last AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Timmy1003's solution](#)

205.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Timmy1003's solution](#)

206.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Timmy1003's solution](#)

207.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-11-19 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[Timmy1003's solution](#)

208.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Timmy1003's solution](#)

209.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Timmy1003's solution](#)

210.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Timmy1003's solution](#)

211.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[Timmy1003's solution](#)

212.

2217H

[Closer](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Timmy1003's solution](#)

213.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · last AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timmy1003's solution](#)

214.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

215.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

216.

102394I

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

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

217.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

218.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

219.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

220.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Timmy1003's solution](#)

221.

102222H

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

Rating: — · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Timmy1003's solution](#)