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Unique solved — Timur Kotlyarov228

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

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

Filters: none

Count: 124

1.

2143A

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

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [two pointers](#)

[Timur_Kotlyarov228's solution](#)

2.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

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3.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,543 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

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4.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [data structures](#), [implementation](#), [math](#)

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5.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

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6.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,162 global accepts · Rating: 800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)

[Timur_Kotlyarov228's solution](#)

7.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[Timur_Kotlyarov228's solution](#)

8.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: [data structures](#), [implementation](#)

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9.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

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10.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

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11.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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12.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Timur_Kotlyarov228's solution](#)

13.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[Timur_Kotlyarov228's solution](#)

14.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Timur_Kotlyarov228's solution](#)

15.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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16.

104921D

[Gift Carpet](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

17.

104921C

[Word on the Paper](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

18.

104921B

[Good Kid](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

19.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Timur_Kotlyarov228's solution](#)

20.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Timur_Kotlyarov228's solution](#)

21.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Timur_Kotlyarov228's solution](#)

22.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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23.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Timur_Kotlyarov228's solution](#)

24.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[Timur_Kotlyarov228's solution](#)

25.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[Timur_Kotlyarov228's solution](#)

26.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[Timur_Kotlyarov228's solution](#)

27.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Timur_Kotlyarov228's solution](#)

28.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Timur_Kotlyarov228's solution](#)

29.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[Timur_Kotlyarov228's solution](#)

30.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Timur_Kotlyarov228's solution](#)

31.

1899A

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

Quality: 92,747 global accepts · Rating: 800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Timur_Kotlyarov228's solution](#)

32.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,084 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Timur_Kotlyarov228's solution](#)

33.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,379 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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34.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Timur_Kotlyarov228's solution](#)

35.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Timur_Kotlyarov228's solution](#)

36.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Timur_Kotlyarov228's solution](#)

37.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Timur_Kotlyarov228's solution](#)

38.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Timur_Kotlyarov228's solution](#)

39.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Timur_Kotlyarov228's solution](#)

40.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[Timur_Kotlyarov228's solution](#)

41.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Timur_Kotlyarov228's solution](#)

42.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,206 global accepts · Rating: 1100 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, strings

[Timur_Kotlyarov228's solution](#)

43.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Timur_Kotlyarov228's solution](#)

44.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

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45.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Timur_Kotlyarov228's solution](#)

46.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Timur_Kotlyarov228's solution](#)

47.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Timur_Kotlyarov228's solution](#)

48.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Timur_Kotlyarov228's solution](#)

49.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Timur_Kotlyarov228's solution](#)

50.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Timur_Kotlyarov228's solution](#)

51.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Timur_Kotlyarov228's solution](#)

52.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Timur_Kotlyarov228's solution](#)

53.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Timur_Kotlyarov228's solution](#)

54.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,049 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Timur_Kotlyarov228's solution](#)

55.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Timur_Kotlyarov228's solution](#)

56.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Timur_Kotlyarov228's solution](#)

57.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[Timur_Kotlyarov228's solution](#)

58.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Timur_Kotlyarov228's solution](#)

59.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[Timur_Kotlyarov228's solution](#)

60.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Timur_Kotlyarov228's solution](#)

61.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[Timur_Kotlyarov228's solution](#)

62.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Timur_Kotlyarov228's solution](#)

63.

1931E

[Anna and the Valentine's Day Gift](#) · Tutorial

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[Timur_Kotlyarov228's solution](#)

64.

1919C

[Grouping Increases](#) · Tutorial

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Timur_Kotlyarov228's solution](#)

65.

1904C

[Array Game](#) · Tutorial

Quality: 23,546 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[Timur_Kotlyarov228's solution](#)

66.

39J

[Spelling Check](#) · Tutorial

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings
[Timur_Kotlyarov228's solution](#)

67.

1546C

[AquaMoon and Strange Sort](#) · Tutorial

Rating: 1500 · first AC: 2024-08-14 · last AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[Timur_Kotlyarov228's solution](#)

68.

1915F

[Greetings](#) · Tutorial

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[Timur_Kotlyarov228's solution](#)

69.

1920C

[Partitioning the Array](#) · Tutorial

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Timur_Kotlyarov228's solution](#)

70.

678D

[Iterated Linear Function](#) · Tutorial

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Timur_Kotlyarov228's solution](#)

71.

102348D

[Ticket Game](#) · Tutorial

Rating: 1700 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Timur_Kotlyarov228's solution](#)

72.

1969C

[Minimizing the Sum](#) · Tutorial

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[Timur_Kotlyarov228's solution](#)

73.

1931F

[Chat Screenshots](#) · Tutorial

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Timur_Kotlyarov228's solution](#)

74.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Timur_Kotlyarov228's solution](#)

75.

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[Timur_Kotlyarov228's solution](#)

76.

1922E

[Increasing Subsequences · Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Timur_Kotlyarov228's solution](#)

77.

2184G

[Nastiness of Segments · Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Timur_Kotlyarov228's solution](#)

78.

2133D

[Chicken Jockey · Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Timur_Kotlyarov228's solution](#)

79.

2111E

[Changing the String · Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Timur_Kotlyarov228's solution](#)

80.

1955G

[GCD on a grid · Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Timur_Kotlyarov228's solution](#)

81.

1922D

[Berserk Monsters · Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Timur_Kotlyarov228's solution](#)

82.

1919H

[Tree Diameter · Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: interactive, trees

[Timur_Kotlyarov228's solution](#)

83.

2210D

[A Simple RBS Problem · Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[Timur_Kotlyarov228's solution](#)

84.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[Timur_Kotlyarov228's solution](#)

85.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[Timur_Kotlyarov228's solution](#)

86.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Timur_Kotlyarov228's solution](#)

87.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Timur_Kotlyarov228's solution](#)

88.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Timur_Kotlyarov228's solution](#)

89.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Timur_Kotlyarov228's solution](#)

90.

106141K

[Squirrel and Steps](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

91.

106141L

[Vector Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

92.

106141I

[Rick's Grades](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

93.

106141D

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105172I

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103.

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107.

103809A

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108.

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110.

103428A

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111.

105204K

[A..3D 0 T<AD5D OD\\$>Dt:C äà](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

112.

105204J

[A@C;DÄ=D'9 D CCö](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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113.

105204I

[AD>DtsG48, C->D\\$>D KCR <D² 2D'1C,,@C 5CÀ](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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114.

105204H

[BTMDaBCT3](#)

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115.

105204G

[A=8Dc8C'; C, 3D 8C K](#)

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116.

105204F

[A7CCT4D :C 7C =C,,O B 5D 0DD8CÄ0](#)

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117.

105204E

[B7CCT6Cä:](#)

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118.

105204D

[A>D8D 8 D 0CαCD,,:C€](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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119.

105204C

[A>D\\$8CÔ:C, 8C`8 D 0CÔ4C ;C,,8](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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120.

105204B

[BD5C75D 2CT@Cα8](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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121.

105204A

[B 7CCT6,,2C 5CÄ ;C 3CT@DÄ](#)

Rating: — · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Timur_Kotlyarov228's solution](#)

122.

105183A

[AäGCT=DÄ ACT@DÄ5Ct=D`9 Dt5C`>C\\$5C](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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123.

1048531

[AäGCT@CT4CÔ0Dò 7C 4C GC ?D > CÄ0D\\$5CÄ0D\\$8CαC](#)

Rating: — · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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124.

1048561

[BD5D7DÄ](#)

Rating: — · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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