

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

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Unique solved — Tinoz

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

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

Filters: none

Count: 129

- 1.**
2192A
[String Rotation Game](#) · [Tutorial](#)
Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[Tinoz's solution](#)
- 2.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Tinoz's solution](#)
- 3.**
2185B
[Prefix Max](#) · [Tutorial](#)
Quality: 40,721 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[Tinoz's solution](#)
- 4.**
2185A
[Perfect Root](#) · [Tutorial](#)
Quality: 43,109 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Tinoz's solution](#)
- 5.**
2191A
[Array Coloring](#) · [Tutorial](#)
Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Tinoz's solution](#)
- 6.**
2184A
[Social Experiment](#) · [Tutorial](#)
Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Tinoz's solution](#)
- 7.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Tinoz's solution](#)
- 8.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,082 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[Tinoz's solution](#)
- 9.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[Tinoz's solution](#)
- 10.**
2182A
[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tinoz's solution](#)

11.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Tinoz's solution](#)

12.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Tinoz's solution](#)

13.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[Tinoz's solution](#)

14.

2179B

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

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Tinoz's solution](#)

15.

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[Tinoz's solution](#)

16.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Tinoz's solution](#)

17.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Tinoz's solution](#)

18.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Tinoz's solution](#)

19.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Tinoz's solution](#)

20.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Tinoz's solution](#)

21.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Tinoz's solution](#)

22.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,441 global accepts · Rating: 800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Tinoz's solution](#)

23.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Tinoz's solution](#)

24.

2139A

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

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tinoz's solution](#)

25.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Tinoz's solution](#)

26.

2134A

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

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[Tinoz's solution](#)

27.

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

[Tinoz's solution](#)

28.

2131B

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

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Tinoz's solution](#)

29.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,872 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Tinoz's solution](#)

30.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tinoz's solution](#)

31.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Tinoz's solution](#)

32.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Tinoz's solution](#)

33.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Tinoz's solution](#)

34.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Tinoz's solution](#)

35.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Tinoz's solution](#)

36.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Tinoz's solution](#)

37.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tinoz's solution](#)

38.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Tinoz's solution](#)

39.

2132B

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

Quality: 33,558 global accepts · Rating: 900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Tinoz's solution](#)

40.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Tinoz's solution](#)

41.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[Tinoz's solution](#)

42.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[Tinoz's solution](#)

43.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Tinoz's solution](#)

44.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,756 global accepts · Rating: 1000 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tinoz's solution](#)

45.

2132C1

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

Quality: 27,741 global accepts · Rating: 1000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tinoz's solution](#)

46.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[Tinoz's solution](#)

47.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Tinoz's solution](#)

48.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Tinoz's solution](#)

49.

2179C

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

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Tinoz's solution](#)

50.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tinoz's solution](#)

51.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-07 · last AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Tinoz's solution](#)

- 52.**
2131C
[Make it Equal](#) · [Tutorial](#)
Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Tinoz's solution](#)
- 53.**
2130B
[Pathless](#) · [Tutorial](#)
Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Tinoz's solution](#)
- 54.**
2125C
[Count Good Numbers](#) · [Tutorial](#)
Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[Tinoz's solution](#)
- 55.**
2126C
[I Will Definitely Make It](#) · [Tutorial](#)
Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Tinoz's solution](#)
- 56.**
2196A
[Game with a Fraction](#) · [Tutorial](#)
Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[Tinoz's solution](#)
- 57.**
1420B
[Rock and Lever](#) · [Tutorial](#)
Quality: 35,817 global accepts · Rating: 1200 · first AC: 2026-01-24 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[Tinoz's solution](#)
- 58.**
2189B
[The Curse of the Frog](#) · [Tutorial](#)
Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[Tinoz's solution](#)
- 59.**
2191C
[Sorting Game](#) · [Tutorial](#)
Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[Tinoz's solution](#)
- 60.**
2174A
[Needle in a Haystack](#) · [Tutorial](#)
Quality: 14,308 global accepts · Rating: 1200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[Tinoz's solution](#)
- 61.**
2182C
[Production of Snowmen](#) · [Tutorial](#)
Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[Tinoz's solution](#)
- 62.**
2178C
[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Tinoz's solution](#)

63.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Tinoz's solution](#)

64.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Tinoz's solution](#)

65.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Tinoz's solution](#)

66.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Tinoz's solution](#)

67.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Tinoz's solution](#)

68.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Tinoz's solution](#)

69.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Tinoz's solution](#)

70.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tinoz's solution](#)

71.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,122 global accepts · Rating: 1300 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Tinoz's solution](#)

72.

2189C1

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

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tinoz's solution](#)

73.

2179D

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

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tinoz's solution](#)

74.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2026-01-25 · last AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Tinoz's solution](#)

75.

2171C2

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

Quality: 11,847 global accepts · Rating: 1400 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy

[Tinoz's solution](#)

76.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Tinoz's solution](#)

77.

2132C2

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

Quality: 13,339 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Tinoz's solution](#)

78.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Tinoz's solution](#)

79.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Tinoz's solution](#)

80.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[Tinoz's solution](#)

81.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[Tinoz's solution](#)

82.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tinoz's solution](#)

83.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2026-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Tinoz's solution](#)

84.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Tinoz's solution](#)

85.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Tinoz's solution](#)

86.

2132D

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

Quality: 8,828 global accepts · Rating: 1600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[Tinoz's solution](#)

87.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Tinoz's solution](#)

88.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Tinoz's solution](#)

89.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Tinoz's solution](#)

90.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Tinoz's solution](#)

91.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Tinoz's solution](#)

92.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[Tinoz's solution](#)

93.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[Tinoz's solution](#)

94.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Tinoz's solution](#)

95.

2132E

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[Tinoz's solution](#)

96.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

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97.

1556D

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98.

2192D

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99.

2196C1

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100.

2187B

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101.

2185G

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102.

2184E

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103.

2176D

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104.

2182E

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105.

2179E

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Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Tinoz's solution](#)

106.

2153D

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Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Tinoz's solution](#)

107.

221D

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

Rating: 1800 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Tinoz's solution](#)

108.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2025-05-05 · last AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[Tinoz's solution](#)

109.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-13 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[Tinoz's solution](#)

110.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Tinoz's solution](#)

111.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2026-01-27 · last AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Tinoz's solution](#)

112.

2189D1

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Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Tinoz's solution](#)

113.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[Tinoz's solution](#)

114.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
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115.

2180D

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Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[Tinoz's solution](#)

116.

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[Tinoz's solution](#)

117.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[Tinoz's solution](#)

118.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[Tinoz's solution](#)

119.

2179F

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

Quality: 2,751 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees
[Tinoz's solution](#)

120.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[Tinoz's solution](#)

121.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[Tinoz's solution](#)

122.

2132F

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

Quality: 2,772 global accepts · Rating: 2100 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths
[Tinoz's solution](#)

123.

2189D2

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

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Tinoz's solution](#)

124.

2179G

[Blackslex and Penguin Migration · Tutorial](#)

Quality: 1,209 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[Tinoz's solution](#)

125.

2179H

[Blackslex and Plants · Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[Tinoz's solution](#)

126.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Tinoz's solution](#)

127.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Tinoz's solution](#)

128.

2201E

[ABBA Counting · Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Tinoz's solution](#)

129.

101201C

[Cameras · Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Tinoz's solution](#)