

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

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# Unique solved — Tony Tung

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

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

Filters: none

Count: 247

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tony Tung's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tony Tung's solution](#)

3.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[Tony Tung's solution](#)

4.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Tony Tung's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Tony Tung's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Tony Tung's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[Tony Tung's solution](#)

8.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tony Tung's solution](#)

9.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tony Tung's solution](#)

**10.**

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tony\\_Tung's solution](#)

**11.**

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[Tony\\_Tung's solution](#)

**12.**

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Tony\\_Tung's solution](#)

**13.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tony\\_Tung's solution](#)

**14.**

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Tony\\_Tung's solution](#)

**15.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[Tony\\_Tung's solution](#)

**16.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Tony\\_Tung's solution](#)

**17.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tony\\_Tung's solution](#)

**18.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[Tony\\_Tung's solution](#)

**19.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[Tony\\_Tung's solution](#)

**20.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms,

implementation, math

[Tony\\_Tung's solution](#)

**21.**

1998A

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

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tony\\_Tung's solution](#)

**22.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tony\\_Tung's solution](#)

**23.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Tony\\_Tung's solution](#)

**24.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tony\\_Tung's solution](#)

**25.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Tony\\_Tung's solution](#)

**26.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tony\\_Tung's solution](#)

**27.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Tony\\_Tung's solution](#)

**28.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Tony\\_Tung's solution](#)

**29.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Tony\\_Tung's solution](#)

**30.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tony\\_Tung's solution](#)

**31.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[Tony\\_Tung's solution](#)

**32.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[Tony\\_Tung's solution](#)

**33.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Tony\\_Tung's solution](#)

**34.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Tony\\_Tung's solution](#)

**35.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Tony\\_Tung's solution](#)

**36.**

1980A

[Problem Generator](#) · [Tutorial](#)

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tony\\_Tung's solution](#)

**37.**

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tony\\_Tung's solution](#)

**38.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Tony\\_Tung's solution](#)

**39.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tony\\_Tung's solution](#)

**40.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tony\\_Tung's solution](#)

41.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Tony\\_Tung's solution](#)

42.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,928 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tony\\_Tung's solution](#)

43.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Tony\\_Tung's solution](#)

44.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Tony\\_Tung's solution](#)

45.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tony\\_Tung's solution](#)

46.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Tony\\_Tung's solution](#)

47.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Tony\\_Tung's solution](#)

48.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tony\\_Tung's solution](#)

49.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tony\\_Tung's solution](#)

50.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Tony\\_Tung's solution](#)

51.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[Tony\\_Tung's solution](#)

52.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[Tony\\_Tung's solution](#)

53.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[Tony\\_Tung's solution](#)

54.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Tony\\_Tung's solution](#)

55.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Tony\\_Tung's solution](#)

56.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[Tony\\_Tung's solution](#)

57.

1915B

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

Quality: 50,361 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[Tony\\_Tung's solution](#)

58.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,816 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation  
[Tony\\_Tung's solution](#)

59.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[Tony\\_Tung's solution](#)

60.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[Tony\\_Tung's solution](#)

61.

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[Tony\\_Tung's solution](#)

62.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Tony\\_Tung's solution](#)

**63.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[Tony\\_Tung's solution](#)

**64.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[Tony\\_Tung's solution](#)

**65.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Tony\\_Tung's solution](#)

**66.**

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[Tony\\_Tung's solution](#)

**67.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[Tony\\_Tung's solution](#)

**68.**

1931A

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

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[Tony\\_Tung's solution](#)

**69.**

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[Tony\\_Tung's solution](#)

**70.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Tony\\_Tung's solution](#)

**71.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[Tony\\_Tung's solution](#)

**72.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation  
[Tony\\_Tung's solution](#)

**73.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[Tony\\_Tung's solution](#)

**74.**

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,926 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Tony\\_Tung's solution](#)

**75.**

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tony\\_Tung's solution](#)

**76.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,114 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Tony\\_Tung's solution](#)

**77.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,842 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Tony\\_Tung's solution](#)

**78.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Tony\\_Tung's solution](#)

**79.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Tony\\_Tung's solution](#)

**80.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Tony\\_Tung's solution](#)

**81.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tony\\_Tung's solution](#)

**82.**

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,450 global accepts · Rating: 900 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tony\\_Tung's solution](#)

**83.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[Tony\\_Tung's solution](#)

**84.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tony\\_Tung's solution](#)

**85.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[Tony\\_Tung's solution](#)

**86.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Tony\\_Tung's solution](#)

**87.**

1992C

[Gorilla and Permutation](#) · [Tutorial](#)

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Tony\\_Tung's solution](#)

**88.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[Tony\\_Tung's solution](#)

**89.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[Tony\\_Tung's solution](#)

**90.**

1954A

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

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

[Tony\\_Tung's solution](#)

**91.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Tony\\_Tung's solution](#)

**92.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Tony\\_Tung's solution](#)

**93.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Tony\\_Tung's solution](#)

**94.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Tony\\_Tung's solution](#)

**95.**

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Tony\\_Tung's solution](#)

**96.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tony\\_Tung's solution](#)

**97.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[Tony\\_Tung's solution](#)

**98.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Tony\\_Tung's solution](#)

**99.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tony\\_Tung's solution](#)

**100.**

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Tony\\_Tung's solution](#)

**101.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Tony\\_Tung's solution](#)

**102.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Tony\\_Tung's solution](#)

**103.**

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Tony\\_Tung's solution](#)

**104.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Tony\\_Tung's solution](#)

**105.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Tony\\_Tung's solution](#)

**106.**

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Tony\\_Tung's solution](#)

**107.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Tony\\_Tung's solution](#)

**108.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Tony\\_Tung's solution](#)

**109.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tony\\_Tung's solution](#)

**110.**

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Tony\\_Tung's solution](#)

**111.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Tony\\_Tung's solution](#)

**112.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Tony\\_Tung's solution](#)

**113.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[Tony\\_Tung's solution](#)

**114.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Tony\\_Tung's solution](#)

**115.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tony\\_Tung's solution](#)

**116.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Tony\\_Tung's solution](#)

**117.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tony\\_Tung's solution](#)

**118.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[Tony\\_Tung's solution](#)

**119.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Tony\\_Tung's solution](#)

**120.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Tony\\_Tung's solution](#)

**121.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Tony\\_Tung's solution](#)

**122.**

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Tony\\_Tung's solution](#)

**123.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Tony\\_Tung's solution](#)

**124.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Tony\\_Tung's solution](#)

**125.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Tony\\_Tung's solution](#)

**126.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Tony\\_Tung's solution](#)

**127.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tony\\_Tung's solution](#)

**128.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Tony\\_Tung's solution](#)

**129.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tony\\_Tung's solution](#)

**130.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tony\\_Tung's solution](#)

**131.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tony\\_Tung's solution](#)

**132.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Tony\\_Tung's solution](#)

**133.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[Tony\\_Tung's solution](#)

**134.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Tony\\_Tung's solution](#)

**135.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tony\\_Tung's solution](#)

**136.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Tony\\_Tung's solution](#)

**137.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Tony\\_Tung's solution](#)

**138.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Tony\\_Tung's solution](#)

**139.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[Tony\\_Tung's solution](#)

**140.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tony\\_Tung's solution](#)

**141.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[Tony\\_Tung's solution](#)

**142.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Tony\\_Tung's solution](#)

**143.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Tony\\_Tung's solution](#)

**144.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Tony\\_Tung's solution](#)

**145.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Tony\\_Tung's solution](#)

**146.**

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,504 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tony\\_Tung's solution](#)

**147.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Tony\\_Tung's solution](#)

**148.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tony\\_Tung's solution](#)

**149.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[Tony\\_Tung's solution](#)

**150.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Tony\\_Tung's solution](#)

**151.**

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Tony\\_Tung's solution](#)

**152.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Tony\\_Tung's solution](#)

**153.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Tony\\_Tung's solution](#)

**154.**

1981B

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

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Tony\\_Tung's solution](#)

**155.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Tony\\_Tung's solution](#)

**156.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Tony\\_Tung's solution](#)

**157.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Tony\\_Tung's solution](#)

**158.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Tony\\_Tung's solution](#)

**159.**

1927D

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

Quality: 33,186 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

[Tony\\_Tung's solution](#)

**160.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Tony\\_Tung's solution](#)

**161.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[Tony\\_Tung's solution](#)

**162.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Tony\\_Tung's solution](#)

**163.**

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[Tony\\_Tung's solution](#)

**164.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Tony\\_Tung's solution](#)

**165.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Tony\\_Tung's solution](#)

**166.**

1986D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[Tony\\_Tung's solution](#)

**167.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Tony\\_Tung's solution](#)

**168.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Tony\\_Tung's solution](#)

**169.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Tony\\_Tung's solution](#)

**170.**

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Tony\\_Tung's solution](#)

**171.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Tony\\_Tung's solution](#)

**172.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Tony\\_Tung's solution](#)

**173.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[Tony\\_Tung's solution](#)

**174.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[Tony\\_Tung's solution](#)

**175.**

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Tony\\_Tung's solution](#)

**176.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Tony\\_Tung's solution](#)

**177.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Tony\\_Tung's solution](#)

**178.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Tony\\_Tung's solution](#)

**179.**

330C

[Purification](#) · [Tutorial](#)

Quality: 1500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[Tony\\_Tung's solution](#)

**180.**

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Tony\\_Tung's solution](#)

**181.**

2182D

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

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Tony\\_Tung's solution](#)

**182.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tony\\_Tung's solution](#)

**183.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Tony\\_Tung's solution](#)

**184.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Tony\\_Tung's solution](#)

**185.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Tony\\_Tung's solution](#)

**186.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Tony\\_Tung's solution](#)

**187.**

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Tony\\_Tung's solution](#)

**188.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Tony\\_Tung's solution](#)

**189.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[Tony\\_Tung's solution](#)

**190.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[Tony\\_Tung's solution](#)

**191.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers  
[Tony\\_Tung's solution](#)

**192.**

2216C

[Interval Mod](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[Tony\\_Tung's solution](#)

**193.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[Tony\\_Tung's solution](#)

**194.**

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 1700 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[Tony\\_Tung's solution](#)

**195.**

1973C

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

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[Tony\\_Tung's solution](#)

**196.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Tony\\_Tung's solution](#)

**197.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[Tony\\_Tung's solution](#)

**198.**

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[Tony\\_Tung's solution](#)

**199.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Tony\\_Tung's solution](#)

**200.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Tony\\_Tung's solution](#)

**201.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Tony\\_Tung's solution](#)

**202.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2024-04-28 · last AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Tony\\_Tung's solution](#)

**203.**

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tony\\_Tung's solution](#)

**204.**

1968F

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

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Tony\\_Tung's solution](#)

**205.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Tony\\_Tung's solution](#)

**206.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[Tony\\_Tung's solution](#)

**207.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Tony\\_Tung's solution](#)

**208.**

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Tony\\_Tung's solution](#)

**209.**

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[Tony\\_Tung's solution](#)

**210.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tony\\_Tung's solution](#)

**211.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Tony\\_Tung's solution](#)

**212.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Tony\\_Tung's solution](#)

**213.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Tony\\_Tung's solution](#)

**214.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Tony\\_Tung's solution](#)

**215.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Tony\\_Tung's solution](#)

**216.**

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Tony\\_Tung's solution](#)

**217.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tony\\_Tung's solution](#)

**218.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[Tony\\_Tung's solution](#)

**219.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Tony\\_Tung's solution](#)

**220.**

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Tony\\_Tung's solution](#)

**221.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Tony\\_Tung's solution](#)

**222.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Tony\\_Tung's solution](#)

**223.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[Tony\\_Tung's solution](#)

**224.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Tony\\_Tung's solution](#)

**225.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Tony\\_Tung's solution](#)

**226.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[Tony\\_Tung's solution](#)

**227.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Tony\\_Tung's solution](#)

**228.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Tony\\_Tung's solution](#)

**229.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Tony\\_Tung's solution](#)

**230.**

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Tony\\_Tung's solution](#)

**231.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Tony\\_Tung's solution](#)

**232.**

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Tony\\_Tung's solution](#)

**233.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Tony\\_Tung's solution](#)

**234.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Tony\\_Tung's solution](#)

**235.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Tony\\_Tung's solution](#)

**236.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[Tony\\_Tung's solution](#)

**237.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,105 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Tony\\_Tung's solution](#)

**238.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,240 global accepts · Rating: — · first AC: 2026-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tony\\_Tung's solution](#)

**239.**

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[Tony\\_Tung's solution](#)

**240.**

2220D1

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

Rating: — · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tony\\_Tung's solution](#)

**241.**

2220D2

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

Rating: — · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tony\\_Tung's solution](#)

**242.**

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Tony\\_Tung's solution](#)

**243.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: — · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Tony\\_Tung's solution](#)

**244.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Tony\\_Tung's solution](#)

**245.**

105212B

[AÄDöiaC 3C,,GCTAC#0Dò ;C 1C](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tony\\_Tung's solution](#)

**246.**

103053D

[Max and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tony\\_Tung's solution](#)

**247.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Tony\\_Tung's solution](#)