

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

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Unique solved — VGZD

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

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

Filters: none

Count: 174

1.

2211A

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

Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[VGZD's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[VGZD's solution](#)

3.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [math](#)

[VGZD's solution](#)

4.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)

[VGZD's solution](#)

5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[VGZD's solution](#)

6.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [strings](#)

[VGZD's solution](#)

7.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#)

[VGZD's solution](#)

8.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [games](#), [math](#)

[VGZD's solution](#)

9.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [sortings](#)

[VGZD's solution](#)

10.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[VGZD's solution](#)

11.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[VGZD's solution](#)

12.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[VGZD's solution](#)

13.

1769A

[B47Cm0Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[VGZD's solution](#)

14.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[VGZD's solution](#)

15.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[VGZD's solution](#)

16.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,567 global accepts · Rating: 800 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[VGZD's solution](#)

17.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[VGZD's solution](#)

18.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[VGZD's solution](#)

19.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[VGZD's solution](#)

20.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[VGZD's solution](#)

21.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[VGZD's solution](#)

22.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VGZD's solution](#)

23.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[VGZD's solution](#)

24.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VGZD's solution](#)

25.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VGZD's solution](#)

26.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: implementation

[VGZD's solution](#)

27.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[VGZD's solution](#)

28.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: implementation, math

[VGZD's solution](#)

29.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation

[VGZD's solution](#)

30.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2015-01-17 · GNU C++0x (first AC) · Tags: *special, implementation

[VGZD's solution](#)

31.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: brute force, math

[VGZD's solution](#)

- 32.**
2062B
[Clockwork](#) · [Tutorial](#)
Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[VGZD's solution](#)
- 33.**
1505A
[Is it rated - 2](#) · [Tutorial](#)
Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, interactive
[VGZD's solution](#)
- 34.**
1313A
[Fast Food Restaurant](#) · [Tutorial](#)
Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[VGZD's solution](#)
- 35.**
1093B
[Letters Rearranging](#) · [Tutorial](#)
Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[VGZD's solution](#)
- 36.**
1080B
[Margarite and the best present](#) · [Tutorial](#)
Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[VGZD's solution](#)
- 37.**
1032A
[Kitchen Utensils](#) · [Tutorial](#)
Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[VGZD's solution](#)
- 38.**
1055A
[Metro](#) · [Tutorial](#)
Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[VGZD's solution](#)
- 39.**
879A
[Borya's Diagnosis](#) · [Tutorial](#)
Quality: 9,575 global accepts · Rating: 900 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: implementation
[VGZD's solution](#)
- 40.**
621A
[Wet Shark and Odd and Even](#) · [Tutorial](#)
Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: implementation
[VGZD's solution](#)
- 41.**
133A
[HQ9+](#) · [Tutorial](#)
Quality: 125,024 global accepts · Rating: 900 · first AC: 2015-03-18 · GNU C++0x (first AC) · Tags: implementation
[VGZD's solution](#)
- 42.**
2120B
[Square Pool](#) · [Tutorial](#)
Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[VGZD's solution](#)

43.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[VGZD's solution](#)

44.

104636B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[VGZD's solution](#)

45.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[VGZD's solution](#)

46.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[VGZD's solution](#)

47.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[VGZD's solution](#)

48.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,414 global accepts · Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: —

[VGZD's solution](#)

49.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: brute force

[VGZD's solution](#)

50.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2017-01-23 · GNU C++11 (first AC) · Tags: math

[VGZD's solution](#)

51.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[VGZD's solution](#)

52.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[VGZD's solution](#)

53.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[VGZD's solution](#)

54.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[VGZD's solution](#)

55.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[VGZD's solution](#)

56.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[VGZD's solution](#)

57.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VGZD's solution](#)

58.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: implementation

[VGZD's solution](#)

59.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[VGZD's solution](#)

60.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2015-01-17 · GNU C++0x (first AC) · Tags: *special, greedy, implementation

[VGZD's solution](#)

61.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[VGZD's solution](#)

62.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[VGZD's solution](#)

63.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[VGZD's solution](#)

64.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[VGZD's solution](#)

65.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[VGZD's solution](#)

66.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[VGZD's solution](#)

67.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[VGZD's solution](#)

68.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[VGZD's solution](#)

69.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[VGZD's solution](#)

70.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[VGZD's solution](#)

71.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[VGZD's solution](#)

72.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[VGZD's solution](#)

73.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[VGZD's solution](#)

74.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[VGZD's solution](#)

75.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[VGZD's solution](#)

76.

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · GNU C++11 (first AC) · Tags: dsu, greedy, implementation, trees

[VGZD's solution](#)

77.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, implementation

[VGZD's solution](#)

78.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[VGZD's solution](#)

79.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[VGZD's solution](#)

80.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[VGZD's solution](#)

81.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[VGZD's solution](#)

82.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[VGZD's solution](#)

83.

1131B

[Draw!](#) · [Tutorial](#)

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

[VGZD's solution](#)

84.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[VGZD's solution](#)

85.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[VGZD's solution](#)

86.

929A

[A to C](#) · [C B C\\$5C`>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
[VGZD's solution](#)

87.

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: *special, implementation
[VGZD's solution](#)

88.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[VGZD's solution](#)

89.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[VGZD's solution](#)

90.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[VGZD's solution](#)

91.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[VGZD's solution](#)

92.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation
[VGZD's solution](#)

93.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[VGZD's solution](#)

94.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[VGZD's solution](#)

95.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[VGZD's solution](#)

96.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[VGZD's solution](#)

97.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[VGZD's solution](#)

98.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[VGZD's solution](#)

99.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VGZD's solution](#)

100.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[VGZD's solution](#)

101.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[VGZD's solution](#)

102.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[VGZD's solution](#)

103.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[VGZD's solution](#)

104.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-02-03 · GNU C++11 (first AC) · Tags: binary search, dp

[VGZD's solution](#)

105.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[VGZD's solution](#)

106.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[VGZD's solution](#)

107.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VGZD's solution](#)

108.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[VGZD's solution](#)

109.

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[VGZD's solution](#)

110.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[VGZD's solution](#)

111.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[VGZD's solution](#)

112.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[VGZD's solution](#)

113.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[VGZD's solution](#)

114.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[VGZD's solution](#)

115.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[VGZD's solution](#)

116.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[VGZD's solution](#)

117.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[VGZD's solution](#)

118.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[VGZD's solution](#)

119.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[VGZD's solution](#)

120.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[VGZD's solution](#)

121.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[VGZD's solution](#)

122.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[VGZD's solution](#)

123.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[VGZD's solution](#)

124.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[VGZD's solution](#)

125.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[VGZD's solution](#)

126.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[VGZD's solution](#)

127.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[VGZD's solution](#)

128.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[VGZD's solution](#)

129.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VGZD's solution](#)

130.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VGZD's solution](#)

131.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[VGZD's solution](#)

132.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VGZD's solution](#)

133.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[VGZD's solution](#)

134.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[VGZD's solution](#)

135.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[VGZD's solution](#)

136.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[VGZD's solution](#)

137.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[VGZD's solution](#)

138.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[VGZD's solution](#)

139.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[VGZD's solution](#)

140.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[VGZD's solution](#)

141.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-12-10 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[VGZD's solution](#)

142.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation

[VGZD's solution](#)

143.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[VGZD's solution](#)

144.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[VGZD's solution](#)

145.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[VGZD's solution](#)

146.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VGZD's solution](#)

147.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[VGZD's solution](#)

148.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[VGZD's solution](#)

149.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[VGZD's solution](#)

150.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[VGZD's solution](#)

151.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[VGZD's solution](#)

152.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[VGZD's solution](#)

153.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[VGZD's solution](#)

154.

104011N

[New White-Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[VGZD's solution](#)

155.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[VGZD's solution](#)

156.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[VGZD's solution](#)

157.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[VGZD's solution](#)

158.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[VGZD's solution](#)

159.

102441C

[Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

160.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

161.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

162.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

163.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

164.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

165.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

166.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

167.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

168.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

169.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[VGZD's solution](#)

170.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

171.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

172.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[VGZD's solution](#)

173.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[VGZD's solution](#)

174.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[VGZD's solution](#)