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Unique solved — VNMengXiong

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

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

Filters: none

Count: 187

- 1.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[VNMengXiong's solution](#)
- 2.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[VNMengXiong's solution](#)
- 3.**
2192A
[String Rotation Game](#) · [Tutorial](#)
Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
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- 4.**
2188A
[Divisible Permutation](#) · [Tutorial](#)
Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[VNMengXiong's solution](#)
- 5.**
2139B
[Cake Collection](#) · [Tutorial](#)
Quality: 20,831 global accepts · Rating: 800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[VNMengXiong's solution](#)
- 6.**
2139A
[Maple and Multiplication](#) · [Tutorial](#)
Quality: 25,828 global accepts · Rating: 800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[VNMengXiong's solution](#)
- 7.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[VNMengXiong's solution](#)
- 8.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[VNMengXiong's solution](#)
- 9.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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10.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
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11.

2164A

[Sequence Game](#) · [Tutorial](#)

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12.

2161A

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Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[VNMengXiong's solution](#)

13.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: math
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14.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[VNMengXiong's solution](#)

15.

2145A

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Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math
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16.

2116A

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Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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17.

2110A

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18.

2107A

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19.

2035A

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20.

2002A

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- 21.**
2025A
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2021A
[Meaning Mean](#) · [Tutorial](#)
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2004A
[Closest Point](#) · [Tutorial](#)
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2007A
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2013A
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2003B
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)
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- 27.**
2003A
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- 28.**
2008C
[Longest Good Array](#) · [Tutorial](#)
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- 29.**
2008B
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2008A
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1843C
[Sum in Binary Tree](#) · [Tutorial](#)
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[VNMengXiong's solution](#)

32.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[VNMengXiong's solution](#)

33.

1843A

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Quality: 37,312 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

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34.

1923A

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35.

1930A

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36.

1920A

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37.

1919B

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38.

1919A

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39.

1916A

[2023](#) · [Tutorial](#)

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40.

1917A

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41.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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42.

1900A

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Quality: 64,150 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, strings

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43.

1886A

[Sum of Three](#) · [Tutorial](#)

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44.

1882A

[Increasing Sequence](#) · [Tutorial](#)

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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45.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[VNMengXiong's solution](#)

46.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[VNMengXiong's solution](#)

47.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[VNMengXiong's solution](#)

48.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[VNMengXiong's solution](#)

49.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[VNMengXiong's solution](#)

50.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[VNMengXiong's solution](#)

51.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[VNMengXiong's solution](#)

52.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[VNMengXiong's solution](#)

53.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[VNMengXiong's solution](#)

54.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[VNMengXiong's solution](#)

55.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[VNMengXiong's solution](#)

56.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[VNMengXiong's solution](#)

57.

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[VNMengXiong's solution](#)

58.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[VNMengXiong's solution](#)

59.

1869A

[Make It Zero](#) · [Tutorial](#)

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[VNMengXiong's solution](#)

60.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[VNMengXiong's solution](#)

61.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[VNMengXiong's solution](#)

62.

2154B

[Make it Zigzag](#) · [Tutorial](#)

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[VNMengXiong's solution](#)

63.

2164B

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Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[VNMengXiong's solution](#)

64.

2145B

[Deck of Cards](#) · [Tutorial](#)

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65.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[VNMengXiong's solution](#)

66.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[VNMengXiong's solution](#)

67.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[VNMengXiong's solution](#)

68.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[VNMengXiong's solution](#)

69.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[VNMengXiong's solution](#)

70.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[VNMengXiong's solution](#)

71.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[VNMengXiong's solution](#)

72.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[VNMengXiong's solution](#)

73.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[VNMengXiong's solution](#)

74.

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VNMengXiong's solution](#)

75.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[VNMengXiong's solution](#)

76.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[VNMengXiong's solution](#)

77.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[VNMengXiong's solution](#)

78.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

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[VNMengXiong's solution](#)

79.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[VNMengXiong's solution](#)

80.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[VNMengXiong's solution](#)

81.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[VNMengXiong's solution](#)

82.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[VNMengXiong's solution](#)

83.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[VNMengXiong's solution](#)

84.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[VNMengXiong's solution](#)

85.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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86.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

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87.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[VNMengXiong's solution](#)

88.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

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89.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[VNMengXiong's solution](#)

90.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[VNMengXiong's solution](#)

91.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[VNMengXiong's solution](#)

92.

2021B

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Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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93.

2005B2

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Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[VNMengXiong's solution](#)

94.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

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95.

1916C

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Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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96.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

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97.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[VNMengXiong's solution](#)

98.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[VNMengXiong's solution](#)

99.

2188C

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

Rating: 1300 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[VNMengXiong's solution](#)

100.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[VNMengXiong's solution](#)

101.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: games

[VNMengXiong's solution](#)

102.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[VNMengXiong's solution](#)

103.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[VNMengXiong's solution](#)

104.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[VNMengXiong's solution](#)

105.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[VNMengXiong's solution](#)

106.

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

[VNMengXiong's solution](#)

107.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[VNMengXiong's solution](#)

108.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[VNMengXiong's solution](#)

109.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[VNMengXiong's solution](#)

110.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[VNMengXiong's solution](#)

111.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[VNMengXiong's solution](#)

112.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[VNMengXiong's solution](#)

113.

2190B1

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

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[VNMengXiong's solution](#)

114.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[VNMengXiong's solution](#)

115.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[VNMengXiong's solution](#)

116.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[VNMengXiong's solution](#)

117.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[VNMengXiong's solution](#)

118.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[VNMengXiong's solution](#)

119.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[VNMengXiong's solution](#)

120.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[VNMengXiong's solution](#)

121.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[VNMengXiong's solution](#)

122.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[VNMengXiong's solution](#)

123.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[VNMengXiong's solution](#)

124.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[VNMengXiong's solution](#)

125.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[VNMengXiong's solution](#)

126.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[VNMengXiong's solution](#)

127.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[VNMengXiong's solution](#)

128.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[VNMengXiong's solution](#)

129.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[VNMengXiong's solution](#)

130.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[VNMengXiong's solution](#)

131.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[VNMengXiong's solution](#)

132.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[VNMengXiong's solution](#)

133.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[VNMengXiong's solution](#)

134.

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[VNMengXiong's solution](#)

135.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[VNMengXiong's solution](#)

136.

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[VNMengXiong's solution](#)

137.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[VNMengXiong's solution](#)

138.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[VNMengXiong's solution](#)

139.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[VNMengXiong's solution](#)

140.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-24 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[VNMengXiong's solution](#)

141.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[VNMengXiong's solution](#)

142.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[VNMengXiong's solution](#)

143.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[VNMengXiong's solution](#)

144.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[VNMengXiong's solution](#)

145.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[VNMengXiong's solution](#)

146.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[VNMengXiong's solution](#)

147.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[VNMengXiong's solution](#)

148.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[VNMengXiong's solution](#)

149.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[VNMengXiong's solution](#)

150.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[VNMengXiong's solution](#)

151.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[VNMengXiong's solution](#)

152.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[VNMengXiong's solution](#)

153.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[VNMengXiong's solution](#)

154.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[VNMengXiong's solution](#)

155.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[VNMengXiong's solution](#)

156.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[VNMengXiong's solution](#)

157.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[VNMengXiong's solution](#)

158.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[VNMengXiong's solution](#)

159.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[VNMengXiong's solution](#)

160.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[VNMengXiong's solution](#)

161.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[VNMengXiong's solution](#)

162.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[VNMengXiong's solution](#)

163.

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

[VNMengXiong's solution](#)

164.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[VNMengXiong's solution](#)

165.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[VNMengXiong's solution](#)

166.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[VNMengXiong's solution](#)

167.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[VNMengXiong's solution](#)

168.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[VNMengXiong's solution](#)

169.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[VNMengXiong's solution](#)

170.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[VNMengXiong's solution](#)

171.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[VNMengXiong's solution](#)

172.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[VNMengXiong's solution](#)

173.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[VNMengXiong's solution](#)

174.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[VNMengXiong's solution](#)

175.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[VNMengXiong's solution](#)

176.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[VNMengXiong's solution](#)

177.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[VNMengXiong's solution](#)

178.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[VNMengXiong's solution](#)

179.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[VNMengXiong's solution](#)

180.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[VNMengXiong's solution](#)

181.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[VNMengXiong's solution](#)

182.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[VNMengXiong's solution](#)

183.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[VNMengXiong's solution](#)

184.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[VNMengXiong's solution](#)

185.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[VNMengXiong's solution](#)

186.

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
[VNMengXiong's solution](#)

187.

105335J

[Jewel Collection](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[VNMengXiong's solution](#)