

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

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# Unique solved — Virv

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Count: 264

1.

2039A

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2.

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5.

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7.

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8.

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9.

1382A

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1385A

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1325B

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**13.**

1325A

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**14.**

1312A

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1323A

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**17.**

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1737A

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**20.**

1326B

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2039B

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1765M

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**25.**

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1326A

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2041B

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2041A

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2023A

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1323C

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1312C

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1765K

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1332C

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2052F

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2039D

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2006A

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1779D

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1485C

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193A

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427C

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711C

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**87.**

1384C

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**88.**

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

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**89.**

1332D

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**90.**

1325D

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1312D

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**92.**

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**93.**

2035D

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**94.**

2006B

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**95.**

1965B

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**96.**

1500A

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448D

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**98.**

1382D

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**99.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Virv's solution](#)

**100.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Virv's solution](#)

**101.**

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

[Virv's solution](#)

**102.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[Virv's solution](#)

**103.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Virv's solution](#)

**104.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Virv's solution](#)

**105.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Virv's solution](#)

**106.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Virv's solution](#)

**107.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[Virv's solution](#)

**108.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Virv's solution](#)

**109.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[Virv's solution](#)

**110.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Virv's solution](#)

**111.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy

[Virv's solution](#)

**112.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,890 global accepts · Rating: 1900 · first AC: 2020-09-01 · last AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Virv's solution](#)

### 113.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[Virv's solution](#)

### 114.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Virv's solution](#)

### 115.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[Virv's solution](#)

### 116.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Virv's solution](#)

### 117.

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

[Virv's solution](#)

### 118.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Virv's solution](#)

### 119.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Virv's solution](#)

### 120.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[Virv's solution](#)

### 121.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Virv's solution](#)

### 122.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, math, number theory

[Virv's solution](#)

**123.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 2000 · first AC: 2020-07-08 · Rust (first AC) · Tags: dfs and similar, dp, greedy, trees

[Virv's solution](#)

**124.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-07-06 · Rust (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Virv's solution](#)

**125.**

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

[Virv's solution](#)

**126.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[Virv's solution](#)

**127.**

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Virv's solution](#)

**128.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Virv's solution](#)

**129.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-26 · Rust (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Virv's solution](#)

**130.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Virv's solution](#)

**131.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[Virv's solution](#)

**132.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[Virv's solution](#)

**133.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Virv's solution](#)

**134.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Virv's solution](#)

**135.**

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Virv's solution](#)

**136.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[Virv's solution](#)

**137.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Virv's solution](#)

**138.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Virv's solution](#)

**139.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Virv's solution](#)

**140.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,730 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[Virv's solution](#)

**141.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[Virv's solution](#)

**142.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Virv's solution](#)

**143.**

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Virv's solution](#)

**144.**

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[Virv's solution](#)

**145.**

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Virv's solution](#)

**146.**

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-07-08 · Rust (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Virv's solution](#)

**147.**

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-07-08 · Rust (first AC) · Tags: constructive algorithms, implementation, sortings

[Virv's solution](#)

**148.**

1370E

[Binary Subsequence Rotation · Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-07-08 · Rust (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Virv's solution](#)

**149.**

2039E

[Shohag Loves Inversions · Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Virv's solution](#)

**150.**

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Virv's solution](#)

**151.**

1773B

[BinCoin · Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[Virv's solution](#)

**152.**

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy,

implementation

[Virv's solution](#)

**153.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[Virv's solution](#)

**154.**

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Virv's solution](#)

**155.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,615 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Virv's solution](#)

**156.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Virv's solution](#)

**157.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Virv's solution](#)

**158.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Virv's solution](#)

**159.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,931 global accepts · Rating: 2200 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Virv's solution](#)

**160.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Virv's solution](#)

**161.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Virv's solution](#)

**162.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Virv's solution](#)

**163.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Virv's solution](#)

**164.**

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Virv's solution](#)

**165.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Virv's solution](#)

**166.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Virv's solution](#)

**167.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[Virv's solution](#)

**168.**

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Virv's solution](#)

**169.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Virv's solution](#)

**170.**

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2020-07-12 · last AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory, trees

[Virv's solution](#)

**171.**

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Virv's solution](#)

**172.**

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[Virv's solution](#)

**173.**

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Virv's solution](#)

**174.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Virv's solution](#)

**175.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Virv's solution](#)

**176.**

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Virv's solution](#)

**177.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Virv's solution](#)

**178.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Virv's solution](#)

**179.**

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-09-11 · last AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Virv's solution](#)

**180.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[Virv's solution](#)

**181.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[Virv's solution](#)

**182.**

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[Virv's solution](#)

**183.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Virv's solution](#)

**184.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Virv's solution](#)

**185.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · last AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Virv's solution](#)

**186.**

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Virv's solution](#)

**187.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Virv's solution](#)

**188.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Virv's solution](#)

**189.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Virv's solution](#)

**190.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-07-16 · last AC: 2021-07-18 · Rust (first AC) · Tags: combinatorics, data structures, dp, sortings

[Virv's solution](#)

**191.**

1251E2

[Voting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-11-07 · last AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Virv's solution](#)

**192.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Virv's solution](#)

**193.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Virv's solution](#)

**194.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Virv's solution](#)

**195.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Virv's solution](#)

**196.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Virv's solution](#)

**197.**

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, two pointers

[Virv's solution](#)

**198.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[Virv's solution](#)

**199.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[Virv's solution](#)

**200.**

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Virv's solution](#)

**201.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp,

implementation

[Virv's solution](#)

**202.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Virv's solution](#)

**203.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Virv's solution](#)

**204.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[Virv's solution](#)

**205.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[Virv's solution](#)

**206.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[Virv's solution](#)

**207.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[Virv's solution](#)

**208.**

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[Virv's solution](#)

**209.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[Virv's solution](#)

**210.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 2700 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Virv's solution](#)

**211.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Virv's solution](#)

**212.**

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Virv's solution](#)

**213.**

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[Virv's solution](#)

**214.**

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Virv's solution](#)

**215.**

1384E

[String Transformation 2](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-07-25 · last AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[Virv's solution](#)

**216.**

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Virv's solution](#)

**217.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**218.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**219.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**220.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**221.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**222.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[Virv's solution](#)

**223.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Virv's solution](#)

**224.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Virv's solution](#)

**225.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[Virv's solution](#)

**226.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Virv's solution](#)

**227.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Virv's solution](#)

**228.**

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[Virv's solution](#)

**229.**

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Virv's solution](#)

**230.**

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Virv's solution](#)

**231.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Virv's solution](#)

**232.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Virv's solution](#)

**233.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[Virv's solution](#)

**234.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**235.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Virv's solution](#)

**236.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Virv's solution](#)

**237.**

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**238.**

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**239.**

104686F

[Differences](#) · [Tutorial](#)

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

[Virv's solution](#)

**240.**

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**241.**

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**242.**

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**243.**

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**244.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Virv's solution](#)

**245.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Virv's solution](#)

**246.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Virv's solution](#)

**247.**

104345H

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

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Virv's solution](#)

**248.**

104345B

[Query on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Virv's solution](#)

**249.**

104345J

[Squirrel Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**250.**

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · last AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**251.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Virv's solution](#)

**252.**

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Virv's solution](#)

**253.**

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**254.**

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Virv's solution](#)

**255.**

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**256.**

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**257.**

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**258.**

100783G

[Playing With Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**259.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**260.**

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**261.**

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**262.**

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Virv's solution](#)

**263.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Virv's solution](#)

**264.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[Virv's solution](#)