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Unique solved — WRKWRK

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

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

Filters: none

Count: 128

1.

2211A

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

Quality: 16,059 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[WRKWRK's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[WRKWRK's solution](#)

3.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[WRKWRK's solution](#)

4.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)

[WRKWRK's solution](#)

5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[WRKWRK's solution](#)

6.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)

[WRKWRK's solution](#)

7.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,155 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)

[WRKWRK's solution](#)

8.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)

[WRKWRK's solution](#)

9.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [implementation](#), [strings](#)

[WRKWRK's solution](#)

10.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[WRKWRK's solution](#)

11.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation
[WRKWRK's solution](#)

12.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,013 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[WRKWRK's solution](#)

13.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,690 global accepts · Rating: 800 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[WRKWRK's solution](#)

14.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,147 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
[WRKWRK's solution](#)

15.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,660 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[WRKWRK's solution](#)

16.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[WRKWRK's solution](#)

17.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[WRKWRK's solution](#)

18.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[WRKWRK's solution](#)

19.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,370 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[WRKWRK's solution](#)

20.

1879B

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

Quality: 25,076 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[WRKWRK's solution](#)

21.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,164 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[WRKWRK's solution](#)

22.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,261 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[WRKWRK's solution](#)

23.

2211B

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

Quality: 11,614 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[WRKWRK's solution](#)

24.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[WRKWRK's solution](#)

25.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[WRKWRK's solution](#)

26.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[WRKWRK's solution](#)

27.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,912 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[WRKWRK's solution](#)

28.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[WRKWRK's solution](#)

29.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[WRKWRK's solution](#)

30.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[WRKWRK's solution](#)

31.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[WRKWRK's solution](#)

32.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[WRKWRK's solution](#)

33.

2174A

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

Quality: 14,294 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[WRKWRK's solution](#)

34.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[WRKWRK's solution](#)

35.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[WRKWRK's solution](#)

36.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[WRKWRK's solution](#)

37.

2211C1

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

Quality: 9,101 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[WRKWRK's solution](#)

38.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[WRKWRK's solution](#)

39.

1879C

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

Quality: 27,108 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[WRKWRK's solution](#)

40.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[WRKWRK's solution](#)

41.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,846 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[WRKWRK's solution](#)

42.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[WRKWRK's solution](#)

43.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,540 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[WRKWRK's solution](#)

44.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[WRKWRK's solution](#)

45.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[WRKWRK's solution](#)

46.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures
[WRKWRK's solution](#)

47.

2084D

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

Quality: 8,842 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
[WRKWRK's solution](#)

48.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[WRKWRK's solution](#)

49.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,620 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[WRKWRK's solution](#)

50.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[WRKWRK's solution](#)

51.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[WRKWRK's solution](#)

52.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[WRKWRK's solution](#)

53.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[WRKWRK's solution](#)

54.

1879D

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

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[WRKWRK's solution](#)

55.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[WRKWRK's solution](#)

56.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[WRKWRK's solution](#)

57.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[WRKWRK's solution](#)

58.

48C

[The Race](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[WRKWRK's solution](#)

59.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[WRKWRK's solution](#)

60.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[WRKWRK's solution](#)

61.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[WRKWRK's solution](#)

62.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[WRKWRK's solution](#)

63.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,759 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings, two pointers

[WRKWRK's solution](#)

64.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[WRKWRK's solution](#)

65.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[WRKWRK's solution](#)

66.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[WRKWRK's solution](#)

67.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[WRKWRK's solution](#)

68.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[WRKWRK's solution](#)

69.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[WRKWRK's solution](#)

70.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[WRKWRK's solution](#)

71.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[WRKWRK's solution](#)

72.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[WRKWRK's solution](#)

73.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[WRKWRK's solution](#)

74.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[WRKWRK's solution](#)

75.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[WRKWRK's solution](#)

76.

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

[WRKWRK's solution](#)

77.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[WRKWRK's solution](#)

78.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[WRKWRK's solution](#)

79.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[WRKWRK's solution](#)

80.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[WRKWRK's solution](#)

81.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[WRKWRK's solution](#)

82.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[WRKWRK's solution](#)

83.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[WRKWRK's solution](#)

84.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[WRKWRK's solution](#)

85.

714E

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, sortings

[WRKWRK's solution](#)

86.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[WRKWRK's solution](#)

87.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[WRKWRK's solution](#)

88.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[WRKWRK's solution](#)

89.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[WRKWRK's solution](#)

90.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[WRKWRK's solution](#)

91.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[WRKWRK's solution](#)

92.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[WRKWRK's solution](#)

93.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[WRKWRK's solution](#)

94.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[WRKWRK's solution](#)

95.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory
[WRKWRK's solution](#)

96.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[WRKWRK's solution](#)

97.

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths
[WRKWRK's solution](#)

98.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[WRKWRK's solution](#)

99.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings
[WRKWRK's solution](#)

100.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[WRKWRK's solution](#)

101.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[WRKWRK's solution](#)

102.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings

[WRKWRK's solution](#)

103.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[WRKWRK's solution](#)

104.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[WRKWRK's solution](#)

105.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[WRKWRK's solution](#)

106.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[WRKWRK's solution](#)

107.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · last AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[WRKWRK's solution](#)

108.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[WRKWRK's solution](#)

109.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[WRKWRK's solution](#)

110.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices

[WRKWRK's solution](#)

111.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, shortest paths

[WRKWRK's solution](#)

112.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-10-01 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp

[WRKWRK's solution](#)

113.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[WRKWRK's solution](#)

114.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[WRKWRK's solution](#)

115.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[WRKWRK's solution](#)

116.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[WRKWRK's solution](#)

117.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers

[WRKWRK's solution](#)

118.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[WRKWRK's solution](#)

119.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[WRKWRK's solution](#)

120.

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[WRKWRK's solution](#)

121.

2214C

[And? · Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[WRKWRK's solution](#)

122.

2214H

[Double Vision · Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special

[WRKWRK's solution](#)

123.

2214B

[Are You Smiling? · Tutorial](#)

Quality: 6,561 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[WRKWRK's solution](#)

124.

2214G

[Anomaly · Tutorial](#)

Quality: 724 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, communication

[WRKWRK's solution](#)

125.

2214D

[Neural Feud · Tutorial](#)

Quality: 4,268 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[WRKWRK's solution](#)

126.

2214J

[Special Problem · Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, brute force, games, interactive

[WRKWRK's solution](#)

127.

2214E

[Shortest Paths · Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[WRKWRK's solution](#)

128.

2214A

[Odd One Out · Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[WRKWRK's solution](#)