

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

<https://cfelitetracker.vercel.app>

# Unique solved — WYZFL

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

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

Filters: none

Count: 96

1.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[WYZFL's solution](#)

2.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[WYZFL's solution](#)

3.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[WYZFL's solution](#)

4.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)  
[WYZFL's solution](#)

5.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#)  
[WYZFL's solution](#)

6.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [two pointers](#)  
[WYZFL's solution](#)

7.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[WYZFL's solution](#)

8.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)  
[WYZFL's solution](#)

9.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[WYZFL's solution](#)

**10.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[WYZFL's solution](#)

**11.**

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[WYZFL's solution](#)

**12.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[WYZFL's solution](#)

**13.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[WYZFL's solution](#)

**14.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[WYZFL's solution](#)

**15.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[WYZFL's solution](#)

**16.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,842 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[WYZFL's solution](#)

**17.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[WYZFL's solution](#)

**18.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[WYZFL's solution](#)

**19.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[WYZFL's solution](#)

**20.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[WYZFL's solution](#)

**21.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[WYZFL's solution](#)

**22.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[WYZFL's solution](#)

**23.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[WYZFL's solution](#)

**24.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[WYZFL's solution](#)

**25.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[WYZFL's solution](#)

**26.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[WYZFL's solution](#)

**27.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[WYZFL's solution](#)

**28.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[WYZFL's solution](#)

**29.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[WYZFL's solution](#)

**30.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[WYZFL's solution](#)

**31.**

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[WYZFL's solution](#)

**32.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[WYZFL's solution](#)

**33.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[WYZFL's solution](#)

**34.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[WYZFL's solution](#)

**35.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[WYZFL's solution](#)

**36.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[WYZFL's solution](#)

**37.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[WYZFL's solution](#)

**38.**

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[WYZFL's solution](#)

**39.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[WYZFL's solution](#)

**40.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[WYZFL's solution](#)

**41.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[WYZFL's solution](#)

**42.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[WYZFL's solution](#)

**43.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[WYZFL's solution](#)

**44.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[WYZFL's solution](#)

**45.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[WYZFL's solution](#)

**46.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[WYZFL's solution](#)

**47.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[WYZFL's solution](#)

**48.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[WYZFL's solution](#)

**49.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, probabilities, trees

[WYZFL's solution](#)

**50.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[WYZFL's solution](#)

**51.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[WYZFL's solution](#)

**52.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[WYZFL's solution](#)

**53.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[WYZFL's solution](#)

**54.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[WYZFL's solution](#)

**55.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[WYZFL's solution](#)

**56.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[WYZFL's solution](#)

**57.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[WYZFL's solution](#)

**58.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[WYZFL's solution](#)

**59.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[WYZFL's solution](#)

**60.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[WYZFL's solution](#)

**61.**

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[WYZFL's solution](#)

**62.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[WYZFL's solution](#)

**63.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[WYZFL's solution](#)

**64.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[WYZFL's solution](#)

**65.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[WYZFL's solution](#)

**66.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[WYZFL's solution](#)

**67.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[WYZFL's solution](#)

**68.**

1787F

[Inverse Transformation](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[WYZFL's solution](#)

**69.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[WYZFL's solution](#)

**70.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[WYZFL's solution](#)

**71.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[WYZFL's solution](#)

**72.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[WYZFL's solution](#)

**73.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[WYZFL's solution](#)

**74.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[WYZFL's solution](#)

**75.**

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[WYZFL's solution](#)

**76.**

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: \*broken, data structures, greedy, schedules, shortest paths

[WYZFL's solution](#)

**77.**

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[WYZFL's solution](#)

**78.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[WYZFL's solution](#)

**79.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[WYZFL's solution](#)

**80.**

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[WYZFL's solution](#)

**81.**

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[WYZFL's solution](#)

**82.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[WYZFL's solution](#)

**83.**

103931F

[Forest of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[WYZFL's solution](#)

**84.**

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[WYZFL's solution](#)

**85.**

103931K

[Known as the Fruit Brother](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[WYZFL's solution](#)

**86.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[WYZFL's solution](#)

**87.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[WYZFL's solution](#)

**88.**

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[WYZFL's solution](#)

**89.**

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[WYZFL's solution](#)

**90.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[WYZFL's solution](#)

**91.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[WYZFL's solution](#)

**92.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[WYZFL's solution](#)

**93.**

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[WYZFL's solution](#)

**94.**

103931H

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