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<https://cfelitetracker.vercel.app>

Unique solved — Wonder boy

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

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

Filters: none

Count: 221

1.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,439 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Wonder boy's solution](#)

2.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Wonder boy's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Wonder boy's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,575 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Wonder boy's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Wonder boy's solution](#)

6.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wonder boy's solution](#)

7.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Wonder boy's solution](#)

8.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 800 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder boy's solution](#)

9.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,394 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder boy's solution](#)

10.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Wonder_boy's solution](#)

11.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,313 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wonder_boy's solution](#)

12.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Wonder_boy's solution](#)

13.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Wonder_boy's solution](#)

14.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

15.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,983 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wonder_boy's solution](#)

16.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,265 global accepts · Rating: 800 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[Wonder_boy's solution](#)

17.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Wonder_boy's solution](#)

18.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Wonder_boy's solution](#)

19.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,916 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

20.

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

[Wonder_boy's solution](#)

21.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,928 global accepts · Rating: 800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

22.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Wonder_boy's solution](#)

23.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Wonder_boy's solution](#)

24.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Wonder_boy's solution](#)

25.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Wonder_boy's solution](#)

26.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Wonder_boy's solution](#)

27.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Wonder_boy's solution](#)

28.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,201 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Wonder_boy's solution](#)

29.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Wonder_boy's solution](#)

30.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Wonder_boy's solution](#)

31.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-07-07 · last AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Wonder_boy's solution](#)

32.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Wonder_boy's solution](#)

33.

1846A

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

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Wonder_boy's solution](#)

34.

1846B

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

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Wonder_boy's solution](#)

35.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wonder_boy's solution](#)

36.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Wonder_boy's solution](#)

37.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Wonder_boy's solution](#)

38.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Wonder_boy's solution](#)

39.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Wonder_boy's solution](#)

40.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

41.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers

[Wonder_boy's solution](#)

42.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,485 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[Wonder_boy's solution](#)

43.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

44.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Wonder_boy's solution](#)

45.

1831A

[Twin Permutations](#) · [Tutorial](#)

Quality: 46,297 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Wonder_boy's solution](#)

46.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

47.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

48.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Wonder_boy's solution](#)

49.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation

[Wonder_boy's solution](#)

50.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Wonder_boy's solution](#)

51.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Wonder_boy's solution](#)

52.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wonder_boy's solution](#)

53.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[Wonder_boy's solution](#)

54.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,446 global accepts · Rating: 800 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Wonder_boy's solution](#)

55.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Wonder_boy's solution](#)

56.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

57.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wonder_boy's solution](#)

58.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Wonder_boy's solution](#)

59.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Wonder_boy's solution](#)

60.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Wonder_boy's solution](#)

61.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

62.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Wonder_boy's solution](#)

63.

1783A

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

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Wonder_boy's solution](#)

64.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Wonder_boy's solution](#)

65.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Wonder_boy's solution](#)

66.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,682 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Wonder_boy's solution](#)

67.

233A

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

Quality: 49,148 global accepts · Rating: 800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Wonder_boy's solution](#)

68.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Wonder_boy's solution](#)

69.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Wonder_boy's solution](#)

70.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,969 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Wonder_boy's solution](#)

71.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2022-11-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Wonder_boy's solution](#)

72.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Wonder_boy's solution](#)

73.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[Wonder_boy's solution](#)

74.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph

matchings, implementation, shortest paths

[Wonder_boy's solution](#)

75.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

76.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Wonder_boy's solution](#)

77.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[Wonder_boy's solution](#)

78.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,054 global accepts · Rating: 900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Wonder_boy's solution](#)

79.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Wonder_boy's solution](#)

80.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Wonder_boy's solution](#)

81.

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

[Wonder_boy's solution](#)

82.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,919 global accepts · Rating: 900 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[Wonder_boy's solution](#)

83.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,805 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Wonder_boy's solution](#)

84.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Wonder_boy's solution](#)

85.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math
[Wonder boy's solution](#)

86.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Wonder boy's solution](#)

87.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Wonder boy's solution](#)

88.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,300 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Wonder boy's solution](#)

89.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[Wonder boy's solution](#)

90.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,864 global accepts · Rating: 900 · first AC: 2023-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Wonder boy's solution](#)

91.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Wonder boy's solution](#)

92.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,417 global accepts · Rating: 900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Wonder boy's solution](#)

93.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[Wonder boy's solution](#)

94.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Wonder boy's solution](#)

95.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings
[Wonder boy's solution](#)

96.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Wonder_boy's solution](#)

97.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

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98.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Wonder_boy's solution](#)

99.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Wonder_boy's solution](#)

100.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Wonder_boy's solution](#)

101.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Wonder_boy's solution](#)

102.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

103.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Wonder_boy's solution](#)

104.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

105.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

106.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Wonder_boy's solution](#)

107.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wonder_boy's solution](#)

108.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Wonder_boy's solution](#)

109.

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

110.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wonder_boy's solution](#)

111.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Wonder_boy's solution](#)

112.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Wonder_boy's solution](#)

113.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Wonder_boy's solution](#)

114.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Wonder_boy's solution](#)

115.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Wonder_boy's solution](#)

116.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Wonder_boy's solution](#)

117.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,504 global accepts · Rating: 1000 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

118.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

119.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,393 global accepts · Rating: 1000 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

120.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Wonder_boy's solution](#)

121.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Wonder_boy's solution](#)

122.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,719 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Wonder_boy's solution](#)

123.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Wonder_boy's solution](#)

124.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,383 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Wonder_boy's solution](#)

125.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Wonder_boy's solution](#)

126.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[Wonder_boy's solution](#)

127.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Wonder_boy's solution](#)

128.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Wonder_boy's solution](#)

129.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Wonder_boy's solution](#)

130.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Wonder_boy's solution](#)

131.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings

[Wonder_boy's solution](#)

132.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Wonder_boy's solution](#)

133.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Wonder_boy's solution](#)

134.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,843 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Wonder_boy's solution](#)

135.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

136.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,439 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Wonder_boy's solution](#)

137.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Wonder_boy's solution](#)

138.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Wonder_boy's solution](#)

139.

2175C

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

Rating: 1200 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Wonder_boy's solution](#)

140.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Wonder_boy's solution](#)

141.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Wonder_boy's solution](#)

142.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Wonder_boy's solution](#)

143.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,751 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Wonder_boy's solution](#)

144.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Wonder_boy's solution](#)

145.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,727 global accepts · Rating: 1200 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Wonder_boy's solution](#)

146.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Wonder_boy's solution](#)

147.

1846D

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

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[Wonder_boy's solution](#)

148.

1846C

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

Quality: 21,475 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Wonder_boy's solution](#)

149.

1834C

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

Quality: 15,040 global accepts · Rating: 1200 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings
[Wonder_boy's solution](#)

150.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Wonder_boy's solution](#)

151.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Wonder_boy's solution](#)

152.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Wonder_boy's solution](#)

153.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Wonder_boy's solution](#)

154.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Wonder_boy's solution](#)

155.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Wonder_boy's solution](#)

156.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Wonder_boy's solution](#)

157.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Wonder_boy's solution](#)

158.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wonder_boy's solution](#)

159.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Wonder_boy's solution](#)

160.

1869C

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

Rating: 1300 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Wonder_boy's solution](#)

161.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,839 global accepts · Rating: 1300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[Wonder_boy's solution](#)

162.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Wonder_boy's solution](#)

163.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Wonder_boy's solution](#)

164.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,585 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[Wonder_boy's solution](#)

165.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math
[Wonder_boy's solution](#)

166.

1846E1

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

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Wonder_boy's solution](#)

167.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-10 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Wonder_boy's solution](#)

168.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math
[Wonder_boy's solution](#)

169.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Wonder_boy's solution](#)

170.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Wonder_boy's solution](#)

171.

1794C

[Scoring Subsequences](#) · [Tutorial](#)

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · last AC: 2023-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Wonder_boy's solution](#)

172.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[Wonder_boy's solution](#)

173.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Wonder_boy's solution](#)

174.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Wonder_boy's solution](#)

175.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,488 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[Wonder_boy's solution](#)

176.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Wonder_boy's solution](#)

177.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Wonder_boy's solution](#)

178.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Wonder_boy's solution](#)

179.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Wonder_boy's solution](#)

180.

1847C

[Vampiric Powers, anyone? · Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Wonder_boy's solution](#)

181.

1845C

[Strong Password · Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[Wonder_boy's solution](#)

182.

1833D

[Flipper · Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Wonder_boy's solution](#)

183.

1825C

[LuoTianyi and the Show · Tutorial](#)

Rating: 1400 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Wonder_boy's solution](#)

184.

1872E

[Data Structures Fan · Tutorial](#)

Quality: 21,377 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[Wonder_boy's solution](#)

185.

1857E

[Power of Points · Tutorial](#)

Quality: 14,841 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Wonder_boy's solution](#)

186.

1850G

[The Morning Star · Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Wonder_boy's solution](#)

187.

1811E

[Living Sequence · Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[Wonder_boy's solution](#)

188.

455A

[Boredom · Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Wonder_boy's solution](#)

189.

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Wonder_boy's solution](#)

190.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[Wonder_boy's solution](#)

191.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-05 · last AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Wonder_boy's solution](#)

192.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Wonder_boy's solution](#)

193.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2023-03-08 · last AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Wonder_boy's solution](#)

194.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Wonder_boy's solution](#)

195.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Wonder_boy's solution](#)

196.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Wonder_boy's solution](#)

197.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Wonder_boy's solution](#)

198.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Wonder_boy's solution](#)

199.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Wonder_boy's solution](#)

200.

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201.

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204.

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206.

1793D

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2180C

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209.

2173D

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210.

2175D

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211.

2178E

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212.

2182F1

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213.

2176F

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214.

2182F2

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215.

2178G

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216.

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217.

2219C

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218.

2219B2

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219.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

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220.

2219A

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221.

2214A

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