

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

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Unique solved — YuzuSoft

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

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

Filters: none

Count: 261

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[YuzuSoft's solution](#)

2.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[YuzuSoft's solution](#)

3.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[YuzuSoft's solution](#)

4.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[YuzuSoft's solution](#)

5.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[YuzuSoft's solution](#)

6.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[YuzuSoft's solution](#)

7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[YuzuSoft's solution](#)

8.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[YuzuSoft's solution](#)

9.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, math

[YuzuSoft's solution](#)

10.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[YuzuSoft's solution](#)

11.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[YuzuSoft's solution](#)

12.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[YuzuSoft's solution](#)

13.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[YuzuSoft's solution](#)

14.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[YuzuSoft's solution](#)

15.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[YuzuSoft's solution](#)

16.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[YuzuSoft's solution](#)

17.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YuzuSoft's solution](#)

18.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[YuzuSoft's solution](#)

19.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[YuzuSoft's solution](#)

20.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[YuzuSoft's solution](#)

21.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[YuzuSoft's solution](#)

22.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[YuzuSoft's solution](#)

23.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[YuzuSoft's solution](#)

24.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[YuzuSoft's solution](#)

25.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[YuzuSoft's solution](#)

26.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[YuzuSoft's solution](#)

27.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[YuzuSoft's solution](#)

28.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[YuzuSoft's solution](#)

29.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[YuzuSoft's solution](#)

- 30.**
2013B
[Battle for Survive](#) · [Tutorial](#)
Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[YuzuSoft's solution](#)
- 31.**
1972B
[Coin Games](#) · [Tutorial](#)
Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games
[YuzuSoft's solution](#)
- 32.**
1951A
[Dual Trigger](#) · [Tutorial](#)
Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[YuzuSoft's solution](#)
- 33.**
622B
[The Time](#) · [Tutorial](#)
Quality: 10,960 global accepts · Rating: 900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[YuzuSoft's solution](#)
- 34.**
2120B
[Square Pool](#) · [Tutorial](#)
Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YuzuSoft's solution](#)
- 35.**
2055B
[Crafting](#) · [Tutorial](#)
Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[YuzuSoft's solution](#)
- 36.**
1975B
[378QAQ and Mocha's Array](#) · [Tutorial](#)
Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[YuzuSoft's solution](#)
- 37.**
2002B
[Removals Game](#) · [Tutorial](#)
Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[YuzuSoft's solution](#)
- 38.**
1998B
[Minimize Equal Sum Subarrays](#) · [Tutorial](#)
Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[YuzuSoft's solution](#)
- 39.**
622A
[Infinite Sequence](#) · [Tutorial](#)
Quality: 10,254 global accepts · Rating: 1000 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[YuzuSoft's solution](#)
- 40.**
1809B
[Points on Plane](#) · [Tutorial](#)
Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[YuzuSoft's solution](#)

41.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[YuzuSoft's solution](#)

42.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[YuzuSoft's solution](#)

43.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[YuzuSoft's solution](#)

44.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[YuzuSoft's solution](#)

45.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[YuzuSoft's solution](#)

46.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[YuzuSoft's solution](#)

47.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[YuzuSoft's solution](#)

48.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[YuzuSoft's solution](#)

49.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[YuzuSoft's solution](#)

50.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[YuzuSoft's solution](#)

51.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[YuzuSoft's solution](#)

52.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[YuzuSoft's solution](#)

53.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[YuzuSoft's solution](#)

54.

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

55.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[YuzuSoft's solution](#)

56.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[YuzuSoft's solution](#)

57.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[YuzuSoft's solution](#)

58.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[YuzuSoft's solution](#)

59.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[YuzuSoft's solution](#)

60.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[YuzuSoft's solution](#)

61.

1887A1

[Dances \(Easy version\) · Tutorial](#)

Rating: 1400 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[YuzuSoft's solution](#)

62.

2035C

[Alya and Permutation · Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[YuzuSoft's solution](#)

63.

2020C

[Bitwise Balancing · Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[YuzuSoft's solution](#)

64.

2013C

[Password Cracking · Tutorial](#)

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

[YuzuSoft's solution](#)

65.

1993C

[Light Switches · Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[YuzuSoft's solution](#)

66.

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[YuzuSoft's solution](#)

67.

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[YuzuSoft's solution](#)

68.

1951C

[Ticket Hoarding · Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[YuzuSoft's solution](#)

69.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[YuzuSoft's solution](#)

70.

1924A

[Did We Get Everything Covered? · Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[YuzuSoft's solution](#)

71.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[YuzuSoft's solution](#)

72.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[YuzuSoft's solution](#)

73.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[YuzuSoft's solution](#)

74.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[YuzuSoft's solution](#)

75.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[YuzuSoft's solution](#)

76.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[YuzuSoft's solution](#)

77.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[YuzuSoft's solution](#)

78.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[YuzuSoft's solution](#)

79.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[YuzuSoft's solution](#)

80.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[YuzuSoft's solution](#)

- 81.**
1956C
[Nene's Magical Matrix](#) · [Tutorial](#)
Quality: 15,149 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[YuzuSoft's solution](#)
- 82.**
11B
[Jumping Jack](#) · [Tutorial](#)
Quality: 5,709 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[YuzuSoft's solution](#)
- 83.**
1798D
[Shocking Arrangement](#) · [Tutorial](#)
Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[YuzuSoft's solution](#)
- 84.**
1660D
[Maximum Product Strikes Back](#) · [Tutorial](#)
Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers
[YuzuSoft's solution](#)
- 85.**
2201B
[Recollect Numbers](#) · [Tutorial](#)
Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[YuzuSoft's solution](#)
- 86.**
2201A2
[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)
Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[YuzuSoft's solution](#)
- 87.**
2122C
[Manhattan Pairs](#) · [Tutorial](#)
Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[YuzuSoft's solution](#)
- 88.**
2112D
[Reachability and Tree](#) · [Tutorial](#)
Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[YuzuSoft's solution](#)
- 89.**
2096C
[Wonderful City](#) · [Tutorial](#)
Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[YuzuSoft's solution](#)
- 90.**
2089A
[Simple Permutation](#) · [Tutorial](#)
Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[YuzuSoft's solution](#)
- 91.**
2053D
[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[YuzuSoft's solution](#)

92.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[YuzuSoft's solution](#)

93.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[YuzuSoft's solution](#)

94.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[YuzuSoft's solution](#)

95.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[YuzuSoft's solution](#)

96.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[YuzuSoft's solution](#)

97.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[YuzuSoft's solution](#)

98.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[YuzuSoft's solution](#)

99.

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[YuzuSoft's solution](#)

100.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[YuzuSoft's solution](#)

101.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[YuzuSoft's solution](#)

102.

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[YuzuSoft's solution](#)

103.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[YuzuSoft's solution](#)

104.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[YuzuSoft's solution](#)

105.

1887A2

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

Rating: 1900 · first AC: 2024-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[YuzuSoft's solution](#)

106.

2013D

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

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

[YuzuSoft's solution](#)

107.

2001D

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

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[YuzuSoft's solution](#)

108.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[YuzuSoft's solution](#)

109.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YuzuSoft's solution](#)

110.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[YuzuSoft's solution](#)

111.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

brute force, dsu, implementation, math

[YuzuSoft's solution](#)

112.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[YuzuSoft's solution](#)

113.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[YuzuSoft's solution](#)

114.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[YuzuSoft's solution](#)

115.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[YuzuSoft's solution](#)

116.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[YuzuSoft's solution](#)

117.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[YuzuSoft's solution](#)

118.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[YuzuSoft's solution](#)

119.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[YuzuSoft's solution](#)

120.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[YuzuSoft's solution](#)

121.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[YuzuSoft's solution](#)

122.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[YuzuSoft's solution](#)

123.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[YuzuSoft's solution](#)

124.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[YuzuSoft's solution](#)

125.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[YuzuSoft's solution](#)

126.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[YuzuSoft's solution](#)

127.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[YuzuSoft's solution](#)

128.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[YuzuSoft's solution](#)

129.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[YuzuSoft's solution](#)

130.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[YuzuSoft's solution](#)

131.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[YuzuSoft's solution](#)

132.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[YuzuSoft's solution](#)

133.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[YuzuSoft's solution](#)

134.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[YuzuSoft's solution](#)

135.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[YuzuSoft's solution](#)

136.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[YuzuSoft's solution](#)

137.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[YuzuSoft's solution](#)

138.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[YuzuSoft's solution](#)

139.

1972D2

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

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

[YuzuSoft's solution](#)

140.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

141.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[YuzuSoft's solution](#)

142.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[YuzuSoft's solution](#)

143.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2023-05-18 · last AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[YuzuSoft's solution](#)

144.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[YuzuSoft's solution](#)

145.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[YuzuSoft's solution](#)

146.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[YuzuSoft's solution](#)

147.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[YuzuSoft's solution](#)

148.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[YuzuSoft's solution](#)

149.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[YuzuSoft's solution](#)

150.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[YuzuSoft's solution](#)

151.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[YuzuSoft's solution](#)

152.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[YuzuSoft's solution](#)

153.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[YuzuSoft's solution](#)

154.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-14 · last AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[YuzuSoft's solution](#)

155.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[YuzuSoft's solution](#)

156.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[YuzuSoft's solution](#)

157.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-04-22 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[YuzuSoft's solution](#)

158.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-07-24 · last AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[YuzuSoft's solution](#)

159.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[YuzuSoft's solution](#)

160.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[YuzuSoft's solution](#)

161.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[YuzuSoft's solution](#)

162.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[YuzuSoft's solution](#)

163.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[YuzuSoft's solution](#)

164.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[YuzuSoft's solution](#)

165.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[YuzuSoft's solution](#)

166.

2096E

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

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[YuzuSoft's solution](#)

167.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[YuzuSoft's solution](#)

168.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[YuzuSoft's solution](#)

169.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[YuzuSoft's solution](#)

170.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices
[YuzuSoft's solution](#)

171.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[YuzuSoft's solution](#)

172.

2005D

[Alter the GCD · Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-15 · last AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[YuzuSoft's solution](#)

173.

375D

[Tree and Queries · Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[YuzuSoft's solution](#)

174.

710F

[String Set Queries · Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[YuzuSoft's solution](#)

175.

865D

[Buy Low Sell High · Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[YuzuSoft's solution](#)

176.

444C

[DZY Loves Colors · Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

177.

125E

[MST Company · Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[YuzuSoft's solution](#)

178.

1109D

[Sasha and Interesting Fact from Graph Theory · Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[YuzuSoft's solution](#)

179.

1709E

[XOR Tree · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[YuzuSoft's solution](#)

180.

115E

[Linear Kingdom Races · Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[YuzuSoft's solution](#)

181.

2201D

[Binary Not Search and Queries · Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[YuzuSoft's solution](#)

182.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[YuzuSoft's solution](#)

183.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[YuzuSoft's solution](#)

184.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[YuzuSoft's solution](#)

185.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 2500 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[YuzuSoft's solution](#)

186.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[YuzuSoft's solution](#)

187.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[YuzuSoft's solution](#)

188.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-04-27 · last AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[YuzuSoft's solution](#)

189.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2024-03-27 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[YuzuSoft's solution](#)

190.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2024-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[YuzuSoft's solution](#)

191.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, trees

[YuzuSoft's solution](#)

192.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[YuzuSoft's solution](#)

193.

55D

[Beautiful numbers](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[YuzuSoft's solution](#)

194.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[YuzuSoft's solution](#)

195.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
[YuzuSoft's solution](#)

196.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[YuzuSoft's solution](#)

197.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[YuzuSoft's solution](#)

198.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math
[YuzuSoft's solution](#)

199.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math
[YuzuSoft's solution](#)

200.

2053F

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[YuzuSoft's solution](#)

201.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2024-04-07 · last AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[YuzuSoft's solution](#)

202.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: fft

[YuzuSoft's solution](#)

203.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[YuzuSoft's solution](#)

204.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2023-07-21 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[YuzuSoft's solution](#)

205.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[YuzuSoft's solution](#)

206.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-20 · last AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[YuzuSoft's solution](#)

207.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[YuzuSoft's solution](#)

208.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[YuzuSoft's solution](#)

209.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[YuzuSoft's solution](#)

210.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[YuzuSoft's solution](#)

211.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[YuzuSoft's solution](#)

212.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[YuzuSoft's solution](#)

213.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2024-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[YuzuSoft's solution](#)

214.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-10-03 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[YuzuSoft's solution](#)

215.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-09-01 · last AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[YuzuSoft's solution](#)

216.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[YuzuSoft's solution](#)

217.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2024-12-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

[YuzuSoft's solution](#)

218.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-04-21 · last AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[YuzuSoft's solution](#)

219.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2023-07-19 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[YuzuSoft's solution](#)

220.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, number theory, strings

[YuzuSoft's solution](#)

221.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-09-02 · last AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[YuzuSoft's solution](#)

222.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[YuzuSoft's solution](#)

223.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[YuzuSoft's solution](#)

224.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[YuzuSoft's solution](#)

225.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[YuzuSoft's solution](#)

226.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[YuzuSoft's solution](#)

227.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[YuzuSoft's solution](#)

228.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp

[YuzuSoft's solution](#)

229.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math

[YuzuSoft's solution](#)

230.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[YuzuSoft's solution](#)

231.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[YuzuSoft's solution](#)

232.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[YuzuSoft's solution](#)

233.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[YuzuSoft's solution](#)

234.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

235.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[YuzuSoft's solution](#)

236.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[YuzuSoft's solution](#)

237.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2025-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[YuzuSoft's solution](#)

238.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[YuzuSoft's solution](#)

239.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[YuzuSoft's solution](#)

240.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

241.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

242.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

243.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[YuzuSoft's solution](#)

244.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[YuzuSoft's solution](#)

245.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[YuzuSoft's solution](#)

246.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YuzuSoft's solution](#)

247.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: games, interactive

[YuzuSoft's solution](#)

248.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YuzuSoft's solution](#)

249.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[YuzuSoft's solution](#)

250.

102114I

[Innocence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YuzuSoft's solution](#)

251.

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[YuzuSoft's solution](#)

252.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-04-27 · last AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[YuzuSoft's solution](#)

253.

103415G

[Slope](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YuzuSoft's solution](#)

254.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

255.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

256.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

257.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

258.

104821K

[Grand Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

259.

102904B

[Dispatch Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

260.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)

261.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YuzuSoft's solution](#)