

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

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# Unique solved — `__init__.py`

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

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

Filters: none

Count: 127

1.

2176A

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

Quality: 29,083 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[\\_\\_init\\_\\_.py's solution](#)

2.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: \*special, implementation  
[\\_\\_init\\_\\_.py's solution](#)

3.

2173A

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

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[\\_\\_init\\_\\_.py's solution](#)

4.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[\\_\\_init\\_\\_.py's solution](#)

5.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[\\_\\_init\\_\\_.py's solution](#)

6.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings  
[\\_\\_init\\_\\_.py's solution](#)

7.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, sortings  
[\\_\\_init\\_\\_.py's solution](#)

8.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-11-04 · last AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[\\_\\_init\\_\\_.py's solution](#)

9.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation, math  
[\\_\\_init\\_\\_.py's solution](#)

**10.**

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[\\_\\_init\\_\\_.py's solution](#)

**11.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[\\_\\_init\\_\\_.py's solution](#)

**12.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: sortings, strings  
[\\_\\_init\\_\\_.py's solution](#)

**13.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: math, sortings  
[\\_\\_init\\_\\_.py's solution](#)

**14.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,114 global accepts · Rating: 800 · first AC: 2025-10-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
[\\_\\_init\\_\\_.py's solution](#)

**15.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy  
[\\_\\_init\\_\\_.py's solution](#)

**16.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,177 global accepts · Rating: 800 · first AC: 2025-10-24 · last AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: implementation, math  
[\\_\\_init\\_\\_.py's solution](#)

**17.**

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-10-20 · last AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[\\_\\_init\\_\\_.py's solution](#)

**18.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, two pointers  
[\\_\\_init\\_\\_.py's solution](#)

**19.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: math  
[\\_\\_init\\_\\_.py's solution](#)

**20.**

2162A

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

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[\\_\\_init\\_\\_.py's solution](#)

**21.**

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,459 global accepts · Rating: 800 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: math

[\\_\\_init\\_\\_.py's solution](#)

**22.**

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

[\\_\\_init\\_\\_.py's solution](#)

**23.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[\\_\\_init\\_\\_.py's solution](#)

**24.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,289 global accepts · Rating: 800 · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: brute force, math

[\\_\\_init\\_\\_.py's solution](#)

**25.**

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-10-08 · last AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: math, strings

[\\_\\_init\\_\\_.py's solution](#)

**26.**

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2025-10-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

[\\_\\_init\\_\\_.py's solution](#)

**27.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2025-10-07 · PyPy 3-64 (first AC) · Tags: math

[\\_\\_init\\_\\_.py's solution](#)

**28.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-10-06 · last AC: 2025-10-06 · PyPy 3-64 (first AC) · Tags: brute force, hashing, math

[\\_\\_init\\_\\_.py's solution](#)

**29.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-10-04 · last AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: math

[\\_\\_init\\_\\_.py's solution](#)

**30.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[\\_\\_init\\_\\_.py's solution](#)

**31.**

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2025-10-01 · PyPy 3-64 (first AC) · Tags: games, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**32.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,153 global accepts · Rating: 800 · first AC: 2025-09-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[\\_\\_init\\_\\_.py's solution](#)

**33.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2025-09-30 · PyPy 3-64 (first AC) · Tags: greedy, math

[\\_\\_init\\_\\_.py's solution](#)

**34.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,706 global accepts · Rating: 800 · first AC: 2025-09-30 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings

[\\_\\_init\\_\\_.py's solution](#)

**35.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2025-09-30 · PyPy 3-64 (first AC) · Tags: math

[\\_\\_init\\_\\_.py's solution](#)

**36.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: geometry

[\\_\\_init\\_\\_.py's solution](#)

**37.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: implementation

[\\_\\_init\\_\\_.py's solution](#)

**38.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[\\_\\_init\\_\\_.py's solution](#)

**39.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,391 global accepts · Rating: 800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: strings

[\\_\\_init\\_\\_.py's solution](#)

**40.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2025-09-29 · PyPy 3-64 (first AC) · Tags: brute force, math

[\\_\\_init\\_\\_.py's solution](#)

**41.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[\\_\\_init\\_\\_.py's solution](#)

**42.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[\\_\\_init\\_\\_.py's solution](#)

**43.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: greedy

[\\_\\_init\\_\\_.py's solution](#)

**44.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[\\_\\_init\\_\\_.py's solution](#)

**45.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2025-10-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[\\_\\_init\\_\\_.py's solution](#)

**46.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, strings

[\\_\\_init\\_\\_.py's solution](#)

**47.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**48.**

2167D

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

Quality: 30,220 global accepts · Rating: 1000 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**49.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[\\_\\_init\\_\\_.py's solution](#)

**50.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[\\_\\_init\\_\\_.py's solution](#)

**51.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[\\_\\_init\\_\\_.py's solution](#)

**52.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[\\_\\_init\\_\\_.py's solution](#)

**53.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms  
[\\_\\_init\\_\\_.py's solution](#)

**54.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2025-10-10 · last AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: math  
[\\_\\_init\\_\\_.py's solution](#)

**55.**

2173B

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

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: dp, greedy, math  
[\\_\\_init\\_\\_.py's solution](#)

**56.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[\\_\\_init\\_\\_.py's solution](#)

**57.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
[\\_\\_init\\_\\_.py's solution](#)

**58.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[\\_\\_init\\_\\_.py's solution](#)

**59.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: greedy, math  
[\\_\\_init\\_\\_.py's solution](#)

**60.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math  
[\\_\\_init\\_\\_.py's solution](#)

**61.**

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: implementation  
[\\_\\_init\\_\\_.py's solution](#)

**62.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[\\_\\_init\\_\\_.py's solution](#)

**63.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: strings  
[\\_\\_init\\_\\_.py's solution](#)

**64.**

1343C

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

Quality: 44,083 global accepts · Rating: 1200 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[\\_\\_init\\_\\_.py's solution](#)

**65.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[\\_\\_init\\_\\_.py's solution](#)

**66.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, two pointers

[\\_\\_init\\_\\_.py's solution](#)

**67.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers

[\\_\\_init\\_\\_.py's solution](#)

**68.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,643 global accepts · Rating: 1300 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**69.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · PyPy 3-64 (first AC) · Tags: bitmasks

[\\_\\_init\\_\\_.py's solution](#)

**70.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games

[\\_\\_init\\_\\_.py's solution](#)

**71.**

2173C

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

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[\\_\\_init\\_\\_.py's solution](#)

**72.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_\\_init\\_\\_.py's solution](#)

**73.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[\\_\\_init\\_\\_.py's solution](#)

**74.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

- 75.**  
2154C1  
[No Cost Too Great \(Easy Version\) · Tutorial](#)  
Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory  
[\\_\\_init\\_\\_.py's solution](#)
- 76.**  
2162D  
[Beautiful Permutation · Tutorial](#)  
Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: binary search, interactive  
[\\_\\_init\\_\\_.py's solution](#)
- 77.**  
1965A  
[Everything Nim · Tutorial](#)  
Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-10-05 · last AC: 2025-10-16 · PyPy 3-64 (first AC) · Tags: games, greedy, math, sortings  
[\\_\\_init\\_\\_.py's solution](#)
- 78.**  
2169D1  
[Removal of a Sequence \(Easy Version\) · Tutorial](#)  
Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory  
[\\_\\_init\\_\\_.py's solution](#)
- 79.**  
2163C  
[Monopati · Tutorial](#)  
Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[\\_\\_init\\_\\_.py's solution](#)
- 80.**  
2153C  
[Symmetrical Polygons · Tutorial](#)  
Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings  
[\\_\\_init\\_\\_.py's solution](#)
- 81.**  
2155C  
[The Ancient Wizards' Capes · Tutorial](#)  
Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[\\_\\_init\\_\\_.py's solution](#)
- 82.**  
2157D  
[Billion Players Game · Tutorial](#)  
Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[\\_\\_init\\_\\_.py's solution](#)
- 83.**  
2167G  
[Mukhammadali and the Smooth Array · Tutorial](#)  
Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: data structures, dp  
[\\_\\_init\\_\\_.py's solution](#)
- 84.**  
2167F  
[Tree, TREE!!! · Tutorial](#)  
Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, math, trees  
[\\_\\_init\\_\\_.py's solution](#)

85.

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[\\_\\_init\\_\\_.py's solution](#)

86.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[\\_\\_init\\_\\_.py's solution](#)

87.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[\\_\\_init\\_\\_.py's solution](#)

88.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[\\_\\_init\\_\\_.py's solution](#)

89.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[\\_\\_init\\_\\_.py's solution](#)

90.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, graphs, sortings

[\\_\\_init\\_\\_.py's solution](#)

91.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings, two pointers

[\\_\\_init\\_\\_.py's solution](#)

92.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[\\_\\_init\\_\\_.py's solution](#)

93.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: dp, greedy

[\\_\\_init\\_\\_.py's solution](#)

94.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[\\_\\_init\\_\\_.py's solution](#)

95.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[\\_\\_init\\_\\_.py's solution](#)

**96.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, math

[\\_\\_init\\_\\_.py's solution](#)

**97.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_\\_init\\_\\_.py's solution](#)

**98.**

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2025-10-17 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[\\_\\_init\\_\\_.py's solution](#)

**99.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-10-16 · PyPy 3-64 (first AC) · Tags: dp, greedy

[\\_\\_init\\_\\_.py's solution](#)

**100.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-20 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**101.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp

[\\_\\_init\\_\\_.py's solution](#)

**102.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[\\_\\_init\\_\\_.py's solution](#)

**103.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[\\_\\_init\\_\\_.py's solution](#)

**104.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp

[\\_\\_init\\_\\_.py's solution](#)

**105.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[\\_\\_init\\_\\_.py's solution](#)

**106.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy  
[\\_init\\_.py's solution](#)

**107.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[\\_init\\_.py's solution](#)

**108.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings  
[\\_init\\_.py's solution](#)

**109.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation  
[\\_init\\_.py's solution](#)

**110.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math, sortings  
[\\_init\\_.py's solution](#)

**111.**

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, two pointers  
[\\_init\\_.py's solution](#)

**112.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, probabilities, trees  
[\\_init\\_.py's solution](#)

**113.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-23 · PyPy 3-64 (first AC) · Tags: games, greedy, math  
[\\_init\\_.py's solution](#)

**114.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[\\_init\\_.py's solution](#)

**115.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[\\_init\\_.py's solution](#)

**116.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[\\_\\_init\\_\\_.py's solution](#)

**117.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[\\_\\_init\\_\\_.py's solution](#)

**118.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: dp, greedy

[\\_\\_init\\_\\_.py's solution](#)

**119.**

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[\\_\\_init\\_\\_.py's solution](#)

**120.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: binary search, interactive, math, sortings

[\\_\\_init\\_\\_.py's solution](#)

**121.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings

[\\_\\_init\\_\\_.py's solution](#)

**122.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[\\_\\_init\\_\\_.py's solution](#)

**123.**

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, fft, math

[\\_\\_init\\_\\_.py's solution](#)

**124.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: dp

[\\_\\_init\\_\\_.py's solution](#)

**125.**

2172G

[Gene Editor](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3300 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —

[\\_\\_init\\_\\_.py's solution](#)

## 126.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2025-10-19 · last AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: \*special, strings  
[\\_\\_init\\_\\_.py's solution](#)

## 127.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2025-10-19 · PyPy 3-64 (first AC) · Tags: \*special, strings  
[\\_\\_init\\_\\_.py's solution](#)