

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

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# Unique solved — annhien\_ruby22

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

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

Filters: none

Count: 150

- 1.**  
2217A  
[The Equalizer](#) · [Tutorial](#)  
Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_annhien\\_ruby22's solution](#)
- 2.**  
2211A  
[Antimedian Deletion](#) · [Tutorial](#)  
Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_annhien\\_ruby22's solution](#)
- 3.**  
1658B  
[Marin and Anti-coprime Permutation](#) · [Tutorial](#)  
Quality: 19,546 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[\\_annhien\\_ruby22's solution](#)
- 4.**  
1658A  
[Marin and Photoshoot](#) · [Tutorial](#)  
Quality: 20,908 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[\\_annhien\\_ruby22's solution](#)
- 5.**  
2209A  
[Flip Flops](#) · [Tutorial](#)  
Quality: 21,522 global accepts · Rating: 800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_annhien\\_ruby22's solution](#)
- 6.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
Quality: 19,564 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_annhien\\_ruby22's solution](#)
- 7.**  
2204A  
[Passing the Ball](#) · [Tutorial](#)  
Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[\\_annhien\\_ruby22's solution](#)
- 8.**  
2208A  
[Bingo Candies](#) · [Tutorial](#)  
Quality: 20,257 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_annhien\\_ruby22's solution](#)
- 9.**  
2207A  
[1-1](#) · [Tutorial](#)  
Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[\\_annhien\\_ruby22's solution](#)

**10.**

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[\\_annhien\\_ruby22's solution](#)

**11.**

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[\\_annhien\\_ruby22's solution](#)

**12.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_annhien\\_ruby22's solution](#)

**13.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,386 global accepts · Rating: 800 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[\\_annhien\\_ruby22's solution](#)

**14.**

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[\\_annhien\\_ruby22's solution](#)

**15.**

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[\\_annhien\\_ruby22's solution](#)

**16.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[\\_annhien\\_ruby22's solution](#)

**17.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[\\_annhien\\_ruby22's solution](#)

**18.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[\\_annhien\\_ruby22's solution](#)

**19.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[\\_annhien\\_ruby22's solution](#)

**20.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[\\_annhien\\_ruby22's solution](#)

**21.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_annhien\\_ruby22's solution](#)

**22.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[\\_annhien\\_ruby22's solution](#)

**23.**

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_annhien\\_ruby22's solution](#)

**24.**

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[\\_annhien\\_ruby22's solution](#)

**25.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,409 global accepts · Rating: 900 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[\\_annhien\\_ruby22's solution](#)

**26.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[\\_annhien\\_ruby22's solution](#)

**27.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[\\_annhien\\_ruby22's solution](#)

**28.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2026-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_annhien\\_ruby22's solution](#)

**29.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, strings  
[\\_annhien\\_ruby22's solution](#)

**30.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[\\_annhien\\_ruby22's solution](#)

**31.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[\\_annhien\\_ruby22's solution](#)

- 32.**  
2203B  
[Beautiful Numbers](#) · [Tutorial](#)  
Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, fft, greedy, math  
[\\_annhien\\_ruby22's solution](#)
- 33.**  
2192B  
[Flipping Binary String](#) · [Tutorial](#)  
Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[\\_annhien\\_ruby22's solution](#)
- 34.**  
2194B  
[Offshores](#) · [Tutorial](#)  
Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[\\_annhien\\_ruby22's solution](#)
- 35.**  
2193C  
[Replace and Sum](#) · [Tutorial](#)  
Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[\\_annhien\\_ruby22's solution](#)
- 36.**  
2211B  
[Mickey Mouse Constructive](#) · [Tutorial](#)  
Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[\\_annhien\\_ruby22's solution](#)
- 37.**  
2208B  
[Cyclists](#) · [Tutorial](#)  
Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[\\_annhien\\_ruby22's solution](#)
- 38.**  
2195C  
[Dice Roll Sequence](#) · [Tutorial](#)  
Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[\\_annhien\\_ruby22's solution](#)
- 39.**  
1867B  
[XOR Palindromes](#) · [Tutorial](#)  
Quality: 18,636 global accepts · Rating: 1100 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[\\_annhien\\_ruby22's solution](#)
- 40.**  
2197B  
[Array and Permutation](#) · [Tutorial](#)  
Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules, sortings, two pointers  
[\\_annhien\\_ruby22's solution](#)
- 41.**  
2193D  
[Monster Game](#) · [Tutorial](#)  
Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-02-08 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[\\_annhien\\_ruby22's solution](#)

42.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[\\_annhien\\_ruby22's solution](#)

43.

2202B

[ABAB Construction](#) · [Tutorial](#)

Quality: 11,155 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[\\_annhien\\_ruby22's solution](#)

44.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[\\_annhien\\_ruby22's solution](#)

45.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[\\_annhien\\_ruby22's solution](#)

46.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[\\_annhien\\_ruby22's solution](#)

47.

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[\\_annhien\\_ruby22's solution](#)

48.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,113 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[\\_annhien\\_ruby22's solution](#)

49.

2202C1

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

Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[\\_annhien\\_ruby22's solution](#)

50.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[\\_annhien\\_ruby22's solution](#)

51.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[\\_annhien\\_ruby22's solution](#)

52.

1881D

[Divide and Equalize](#) · [Tutorial](#)

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[\\_annhien\\_ruby22's solution](#)

**53.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory  
[\\_annhien\\_ruby22's solution](#)

**54.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory  
[\\_annhien\\_ruby22's solution](#)

**55.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-02-08 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths  
[\\_annhien\\_ruby22's solution](#)

**56.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[\\_annhien\\_ruby22's solution](#)

**57.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[\\_annhien\\_ruby22's solution](#)

**58.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2026-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[\\_annhien\\_ruby22's solution](#)

**59.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[\\_annhien\\_ruby22's solution](#)

**60.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[\\_annhien\\_ruby22's solution](#)

**61.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[\\_annhien\\_ruby22's solution](#)

**62.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[\\_annhien\\_ruby22's solution](#)

**63.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math

[\\_annhien\\_ruby22's solution](#)

**64.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_annhien\\_ruby22's solution](#)

**65.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[\\_annhien\\_ruby22's solution](#)

**66.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[\\_annhien\\_ruby22's solution](#)

**67.**

2207B

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

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[\\_annhien\\_ruby22's solution](#)

**68.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings, two pointers

[\\_annhien\\_ruby22's solution](#)

**69.**

2207C

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

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[\\_annhien\\_ruby22's solution](#)

**70.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[\\_annhien\\_ruby22's solution](#)

**71.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-09 · last AC: 2026-02-11 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[\\_annhien\\_ruby22's solution](#)

**72.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-02-08 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[\\_annhien\\_ruby22's solution](#)

- 73.**  
1658C  
[Shinju and the Lost Permutation](#) · [Tutorial](#)  
Quality: 9,945 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[\\_annhien\\_ruby22's solution](#)
- 74.**  
2185F  
[BattleCows](#) · [Tutorial](#)  
Quality: 5,015 global accepts · Rating: 1700 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation  
[\\_annhien\\_ruby22's solution](#)
- 75.**  
2205D  
[Simons and Beating Peaks](#) · [Tutorial](#)  
Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[\\_annhien\\_ruby22's solution](#)
- 76.**  
2203D  
[Divisibility Game](#) · [Tutorial](#)  
Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory  
[\\_annhien\\_ruby22's solution](#)
- 77.**  
2202D  
[Recollect Numbers](#) · [Tutorial](#)  
Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[\\_annhien\\_ruby22's solution](#)
- 78.**  
2202C2  
[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)  
Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy  
[\\_annhien\\_ruby22's solution](#)
- 79.**  
2121F  
[Yamakasi](#) · [Tutorial](#)  
Quality: 8,127 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers  
[\\_annhien\\_ruby22's solution](#)
- 80.**  
2211C2  
[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)  
Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy  
[\\_annhien\\_ruby22's solution](#)
- 81.**  
2209D  
[Ghostfires](#) · [Tutorial](#)  
Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_annhien\\_ruby22's solution](#)
- 82.**  
2204E  
[Sum of Digits \(and Again\)](#) · [Tutorial](#)  
Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[\\_annhien\\_ruby22's solution](#)

**83.**

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[\\_annhien\\_ruby22's solution](#)

**84.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[\\_annhien\\_ruby22's solution](#)

**85.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[\\_annhien\\_ruby22's solution](#)

**86.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[\\_annhien\\_ruby22's solution](#)

**87.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[\\_annhien\\_ruby22's solution](#)

**88.**

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[\\_annhien\\_ruby22's solution](#)

**89.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[\\_annhien\\_ruby22's solution](#)

**90.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[\\_annhien\\_ruby22's solution](#)

**91.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[\\_annhien\\_ruby22's solution](#)

**92.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[\\_annhien\\_ruby22's solution](#)

**93.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings  
[\\_annhien\\_ruby22's solution](#)

**94.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings  
[\\_annhien\\_ruby22's solution](#)

**95.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2026-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[\\_annhien\\_ruby22's solution](#)

**96.**

2202E

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

Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[\\_annhien\\_ruby22's solution](#)

**97.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings  
[\\_annhien\\_ruby22's solution](#)

**98.**

2197E2

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

Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[\\_annhien\\_ruby22's solution](#)

**99.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-09 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation  
[\\_annhien\\_ruby22's solution](#)

**100.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[\\_annhien\\_ruby22's solution](#)

**101.**

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[\\_annhien\\_ruby22's solution](#)

**102.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings  
[\\_annhien\\_ruby22's solution](#)

**103.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graph matchings, graphs, greedy, strings

[\\_annhien\\_ruby22's solution](#)

**104.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[\\_annhien\\_ruby22's solution](#)

**105.**

2126G1

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

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[\\_annhien\\_ruby22's solution](#)

**106.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[\\_annhien\\_ruby22's solution](#)

**107.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[\\_annhien\\_ruby22's solution](#)

**108.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[\\_annhien\\_ruby22's solution](#)

**109.**

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[\\_annhien\\_ruby22's solution](#)

**110.**

2207D

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[\\_annhien\\_ruby22's solution](#)

**111.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[\\_annhien\\_ruby22's solution](#)

**112.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[\\_annhien\\_ruby22's solution](#)

**113.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[\\_annhien\\_ruby22's solution](#)

**114.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[\\_annhien\\_ruby22's solution](#)

**115.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[\\_annhien\\_ruby22's solution](#)

**116.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[\\_annhien\\_ruby22's solution](#)

**117.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[\\_annhien\\_ruby22's solution](#)

**118.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[\\_annhien\\_ruby22's solution](#)

**119.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[\\_annhien\\_ruby22's solution](#)

**120.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · last AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[\\_annhien\\_ruby22's solution](#)

**121.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[\\_annhien\\_ruby22's solution](#)

**122.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[\\_annhien\\_ruby22's solution](#)

### 123.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[\\_annhien\\_ruby22's solution](#)

### 124.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-02-10 · last AC: 2026-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[\\_annhien\\_ruby22's solution](#)

### 125.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[\\_annhien\\_ruby22's solution](#)

### 126.

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2500 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[\\_annhien\\_ruby22's solution](#)

### 127.

2202F

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

Rating: 2500 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[\\_annhien\\_ruby22's solution](#)

### 128.

2197F

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

Rating: 2500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, greedy

[\\_annhien\\_ruby22's solution](#)

### 129.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[\\_annhien\\_ruby22's solution](#)

### 130.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[\\_annhien\\_ruby22's solution](#)

### 131.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[\\_annhien\\_ruby22's solution](#)

### 132.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[\\_annhien\\_ruby22's solution](#)

**133.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[\\_annhien\\_ruby22's solution](#)

**134.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[\\_annhien\\_ruby22's solution](#)

**135.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[\\_annhien\\_ruby22's solution](#)

**136.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[\\_annhien\\_ruby22's solution](#)

**137.**

2202G2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[\\_annhien\\_ruby22's solution](#)

**138.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[\\_annhien\\_ruby22's solution](#)

**139.**

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_annhien\\_ruby22's solution](#)

**140.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[\\_annhien\\_ruby22's solution](#)

**141.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[\\_annhien\\_ruby22's solution](#)

**142.**

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[\\_annhien\\_ruby22's solution](#)

**143.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[\\_annhien\\_ruby22's solution](#)

**144.**

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[\\_annhien\\_ruby22's solution](#)

**145.**

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[\\_annhien\\_ruby22's solution](#)

**146.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[\\_annhien\\_ruby22's solution](#)

**147.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2026-04-08 · Python 3 (first AC) · Tags: \*special, games, interactive

[\\_annhien\\_ruby22's solution](#)

**148.**

102458B

[Daniel and gameshow](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_annhien\\_ruby22's solution](#)

**149.**

102458A

[Daniel and Perpendophobia](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[\\_annhien\\_ruby22's solution](#)

**150.**

104312A

[Dojo Duel](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · Ruby 3 (first AC) · Tags: —

[\\_annhien\\_ruby22's solution](#)