

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

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# Unique solved — andrewzta

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

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

Filters: none

Count: 118

1.

1791A

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

Quality: 80,603 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)  
[andrewzta's solution](#)

2.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: [greedy](#), [implementation](#), [math](#)  
[andrewzta's solution](#)

3.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: [math](#), [number theory](#)  
[andrewzta's solution](#)

4.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,710 global accepts · Rating: 800 · first AC: 2014-06-21 · last AC: 2014-06-21 · MS C# (first AC) · Tags: [brute force](#), [math](#)  
[andrewzta's solution](#)

5.

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,420 global accepts · Rating: 800 · first AC: 2014-03-10 · Python 3 (first AC) · Tags: [implementation](#), [math](#)  
[andrewzta's solution](#)

6.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2013-04-12 · Scala (first AC) · Tags: [\\*special](#), [implementation](#), [sortings](#)  
[andrewzta's solution](#)

7.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 900 · first AC: 2010-04-15 · Delphi (first AC) · Tags: [implementation](#)  
[andrewzta's solution](#)

8.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: [implementation](#), [math](#)  
[andrewzta's solution](#)

9.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: [brute force](#), [implementation](#)  
[andrewzta's solution](#)

10.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 1000 · first AC: 2014-03-10 · Python 3 (first AC) · Tags: implementation

[andrewzta's solution](#)

**11.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2010-03-07 · Delphi (first AC) · Tags: greedy, shortest paths

[andrewzta's solution](#)

**12.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · Python 3 (first AC) · Tags: implementation

[andrewzta's solution](#)

**13.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-09-01 · Python 3 (first AC) · Tags: brute force, implementation, math

[andrewzta's solution](#)

**14.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: implementation

[andrewzta's solution](#)

**15.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math

[andrewzta's solution](#)

**16.**

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2014-03-10 · Python 3 (first AC) · Tags: brute force, implementation, schedules

[andrewzta's solution](#)

**17.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1200 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: graphs, implementation

[andrewzta's solution](#)

**18.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[andrewzta's solution](#)

**19.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[andrewzta's solution](#)

**20.**

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: constructive algorithms, dp, math

[andrewzta's solution](#)

**21.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, implementation

[andrewzta's solution](#)

**22.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · Python 3 (first AC) · Tags: —

[andrewzta's solution](#)

**23.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-12 · Scala (first AC) · Tags: \*special, implementation, strings

[andrewzta's solution](#)

**24.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: constructive algorithms, implementation

[andrewzta's solution](#)

**25.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[andrewzta's solution](#)

**26.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[andrewzta's solution](#)

**27.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dfs and similar, greedy, implementation

[andrewzta's solution](#)

**28.**

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · last AC: 2014-10-05 · Python 3 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[andrewzta's solution](#)

**29.**

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: greedy

[andrewzta's solution](#)

**30.**

470A

[Crystal Ball Sequence](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 1400 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special, implementation

[andrewzta's solution](#)

**31.**

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2014-06-19 · Python 3 (first AC) · Tags: greedy, implementation

[andrewzta's solution](#)

**32.**

437C

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

Quality: 14,994 global accepts · Rating: 1400 · first AC: 2014-06-01 · Python 3 (first AC) · Tags: graphs, greedy, sortings

[andrewzta's solution](#)

**33.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[andrewzta's solution](#)

**34.**

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2014-03-10 · Python 3 (first AC) · Tags: implementation, math

[andrewzta's solution](#)

**35.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · Java 7 (first AC) · Tags: games, greedy

[andrewzta's solution](#)

**36.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, math

[andrewzta's solution](#)

**37.**

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · Delphi (first AC) · Tags: dp, implementation

[andrewzta's solution](#)

**38.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, greedy, math, number theory

[andrewzta's solution](#)

**39.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,872 global accepts · Rating: 1600 · first AC: 2015-11-24 · Java 8 (first AC) · Tags: graphs, shortest paths

[andrewzta's solution](#)

**40.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[andrewzta's solution](#)

**41.**

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-10-12 · Python 3 (first AC) · Tags: math

[andrewzta's solution](#)

**42.**

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-12 · Scala (first AC) · Tags: \*special, greedy

[andrewzta's solution](#)

**43.**

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-12 · Scala (first AC) · Tags: \*special, bitmasks, brute force, implementation  
[andrewzta's solution](#)

**44.**

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: greedy, math  
[andrewzta's solution](#)

**45.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy  
[andrewzta's solution](#)

**46.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: dfs and similar, dsu, graphs  
[andrewzta's solution](#)

**47.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: data structures  
[andrewzta's solution](#)

**48.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: dp, math  
[andrewzta's solution](#)

**49.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2014-10-20 · Java 7 (first AC) · Tags: dp, graphs, shortest paths  
[andrewzta's solution](#)

**50.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · last AC: 2014-09-22 · Java 7 (first AC) · Tags: dp  
[andrewzta's solution](#)

**51.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · Python 3 (first AC) · Tags: \*special  
[andrewzta's solution](#)

**52.**

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: constructive algorithms, hashing, implementation  
[andrewzta's solution](#)

**53.**

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: brute force, combinatorics, dp, probabilities  
[andrewzta's solution](#)

**54.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[andrewzta's solution](#)

**55.**

483D

[Interesting Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-10-24 · last AC: 2014-10-24 · Java 7 (first AC) · Tags: constructive algorithms, data structures

[andrewzta's solution](#)

**56.**

470B

[Hexakosioihexekontahexaphobia](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 1800 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**57.**

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 1800 · first AC: 2011-09-11 · Java 6 (first AC) · Tags: data structures, implementation

[andrewzta's solution](#)

**58.**

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: implementation, strings

[andrewzta's solution](#)

**59.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: data structures, greedy

[andrewzta's solution](#)

**60.**

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: brute force, games, implementation

[andrewzta's solution](#)

**61.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[andrewzta's solution](#)

**62.**

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: math

[andrewzta's solution](#)

**63.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2014-09-28 · Java 7 (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[andrewzta's solution](#)

**64.**

470C

[Eval](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

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**65.**

470E

[Chessboard](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**66.**

470D

[Caesar Cipher](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 1900 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**67.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures

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**68.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: data structures, dfs and similar, dp, dsu

[andrewzta's solution](#)

**69.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2010-03-07 · Java 6 (first AC) · Tags: greedy, sortings

[andrewzta's solution](#)

**70.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[andrewzta's solution](#)

**71.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[andrewzta's solution](#)

**72.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[andrewzta's solution](#)

**73.**

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: brute force, greedy, math

[andrewzta's solution](#)

**74.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · Python 3 (first AC) · Tags: dp, strings

[andrewzta's solution](#)

**75.**

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · Java 7 (first AC) · Tags: brute force

[andrewzta's solution](#)

**76.**

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-12 · Scala (first AC) · Tags: \*special, dfs and similar, hashing, strings

[andrewzta's solution](#)

**77.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: dp, games, math

[andrewzta's solution](#)

**78.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: dp

[andrewzta's solution](#)

**79.**

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: data structures, dfs and similar, sortings

[andrewzta's solution](#)

**80.**

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2010-04-15 · Delphi (first AC) · Tags: number theory

[andrewzta's solution](#)

**81.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: dp, geometry

[andrewzta's solution](#)

**82.**

601B

[Lipshitz Sequence](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2015-11-24 · Java 8 (first AC) · Tags: data structures, math

[andrewzta's solution](#)

**83.**

475C

[Kamal-ol-molk's Painting](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: 2100 · first AC: 2014-10-05 · Java 7 (first AC) · Tags: brute force, constructive algorithms, greedy

[andrewzta's solution](#)

**84.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · Java 8 (first AC) · Tags: data structures, divide and conquer, greedy

[andrewzta's solution](#)

**85.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, data structures, math, sortings

[andrewzta's solution](#)

**86.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: dfs and similar, dp, math, trees

[andrewzta's solution](#)

**87.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

[andrewzta's solution](#)

**88.**

477C

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

Quality: 2200 · first AC: 2014-10-12 · Java 7 (first AC) · Tags: dp

[andrewzta's solution](#)

**89.**

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[andrewzta's solution](#)

**90.**

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[andrewzta's solution](#)

**91.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-24 · Java 8 (first AC) · Tags: dp, math, probabilities

[andrewzta's solution](#)

**92.**

470H

[Array Sorting](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**93.**

470G

[Hamming Distance](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**94.**

470F

[Pairwise Sums](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 2300 · first AC: 2014-09-13 · FALSE (first AC) · Tags: \*special

[andrewzta's solution](#)

**95.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · Java 6 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[andrewzta's solution](#)

**96.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, brute force, data structures, implementation

[andrewzta's solution](#)

**97.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: dp, math

[andrewzta's solution](#)

**98.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: data structures, dp  
[andrewzta's solution](#)

**99.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: binary search, math, ternary search  
[andrewzta's solution](#)

**100.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · Java 8 (first AC) · Tags: dp  
[andrewzta's solution](#)

**101.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · Java 8 (first AC) · Tags: dp, implementation  
[andrewzta's solution](#)

**102.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[andrewzta's solution](#)

**103.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: combinatorics, dp  
[andrewzta's solution](#)

**104.**

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-29 · Java 8 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees  
[andrewzta's solution](#)

**105.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · Java 7 (first AC) · Tags: data structures, dp, graphs, sortings  
[andrewzta's solution](#)

**106.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2011-05-20 · Java 6 (first AC) · Tags: binary search, dsu, geometry, graphs, sortings  
[andrewzta's solution](#)

**107.**

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: geometry  
[andrewzta's solution](#)

**108.**

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2010-04-15 · Delphi (first AC) · Tags: constructive algorithms  
[andrewzta's solution](#)

**109.**

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2014-10-12 · last AC: 2014-10-24 · Java 7 (first AC) · Tags: dp, strings  
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**110.**

1302J

[Keep talking and nobody explodes -- hard](#) · [Tutorial](#)

Quality: 12 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**111.**

1302F

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Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing  
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**112.**

1302H

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Quality: 10 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**113.**

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**114.**

1302D

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Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**115.**

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
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**116.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[andrewzta's solution](#)

**117.**

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[andrewzta's solution](#)

**118.**

100220G

[Word Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-12 · Java 8 (first AC) · Tags: —  
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