

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

<https://cfelitetracker.vercel.app>

Unique solved — arseny2606

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

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

Filters: none

Count: 147

- 1.**
2113A
[Shashliks](#) · [Tutorial](#)
Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[arseny2606's solution](#)
- 2.**
2001B
[Generate Permutation](#) · [Tutorial](#)
Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[arseny2606's solution](#)
- 3.**
2001A
[Make All Equal](#) · [Tutorial](#)
Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[arseny2606's solution](#)
- 4.**
2010B
[Three Brothers](#) · [Tutorial](#)
Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[arseny2606's solution](#)
- 5.**
2010A
[Alternating Sum of Numbers](#) · [Tutorial](#)
Quality: 21,269 global accepts · Rating: 800 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[arseny2606's solution](#)
- 6.**
1920A
[Satisfying Constraints](#) · [Tutorial](#)
Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[arseny2606's solution](#)
- 7.**
1820A
[Yura's New Name](#) · [Tutorial](#)
Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[arseny2606's solution](#)
- 8.**
1798A
[Showstopper](#) · [Tutorial](#)
Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[arseny2606's solution](#)
- 9.**
1793A
[Yet Another Promotion](#) · [Tutorial](#)
Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[arseny2606's solution](#)

10.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[arseny2606's solution](#)

11.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,554 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[arseny2606's solution](#)

12.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,568 global accepts · Rating: 800 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[arseny2606's solution](#)

13.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[arseny2606's solution](#)

14.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[arseny2606's solution](#)

15.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation
[arseny2606's solution](#)

16.

1585A

[Life of a Flower](#) · [Tutorial](#)

Quality: 18,917 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[arseny2606's solution](#)

17.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[arseny2606's solution](#)

18.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[arseny2606's solution](#)

19.

1584A

[Mathematical Addition](#) · [Tutorial](#)

Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[arseny2606's solution](#)

20.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[arseny2606's solution](#)

21.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[arseny2606's solution](#)

22.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[arseny2606's solution](#)

23.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[arseny2606's solution](#)

24.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[arseny2606's solution](#)

25.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,269 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[arseny2606's solution](#)

26.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · PyPy 3 (first AC) · Tags: greedy, math

[arseny2606's solution](#)

27.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[arseny2606's solution](#)

28.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,439 global accepts · Rating: 800 · first AC: 2020-12-10 · last AC: 2021-07-08 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings

[arseny2606's solution](#)

29.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[arseny2606's solution](#)

30.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[arseny2606's solution](#)

31.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,403 global accepts · Rating: 800 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: brute force, dp, greedy

[arseny2606's solution](#)

32.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2020-11-28 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, implementation

[arseny2606's solution](#)

33.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: greedy

[arseny2606's solution](#)

34.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: greedy, sortings

[arseny2606's solution](#)

35.

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,138 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[arseny2606's solution](#)

36.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[arseny2606's solution](#)

37.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[arseny2606's solution](#)

38.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[arseny2606's solution](#)

39.

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,023 global accepts · Rating: 900 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[arseny2606's solution](#)

40.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[arseny2606's solution](#)

41.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[arseny2606's solution](#)

42.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2020-12-05 · PyPy 3 (first AC) · Tags: dp, implementation

[arseny2606's solution](#)

43.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[arseny2606's solution](#)

44.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,485 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[arseny2606's solution](#)

45.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[arseny2606's solution](#)

46.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[arseny2606's solution](#)

47.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[arseny2606's solution](#)

48.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-12-26 · PyPy 3 (first AC) · Tags: greedy, sortings

[arseny2606's solution](#)

49.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-12-05 · PyPy 3 (first AC) · Tags: binary search, implementation, two pointers

[arseny2606's solution](#)

50.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2020-11-28 · PyPy 3 (first AC) · Tags: dp, greedy, math

[arseny2606's solution](#)

51.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[arseny2606's solution](#)

52.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers

[arseny2606's solution](#)

53.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[arseny2606's solution](#)

54.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[arseny2606's solution](#)

55.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[arseny2606's solution](#)

56.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[arseny2606's solution](#)

57.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[arseny2606's solution](#)

58.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[arseny2606's solution](#)

59.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[arseny2606's solution](#)

60.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[arseny2606's solution](#)

61.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2020-12-12 · PyPy 3 (first AC) · Tags: data structures, implementation
[arseny2606's solution](#)

62.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-12-12 · PyPy 3 (first AC) · Tags: dp, games
[arseny2606's solution](#)

63.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,097 global accepts · Rating: 1100 · first AC: 2020-12-10 · PyPy 3 (first AC) · Tags: brute force, dp
[arseny2606's solution](#)

64.

706B

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

Quality: 84,487 global accepts · Rating: 1100 · first AC: 2020-10-03 · PyPy 3 (first AC) · Tags: binary search, dp, implementation
[arseny2606's solution](#)

65.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[arseny2606's solution](#)

66.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[arseny2606's solution](#)

67.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[arseny2606's solution](#)

68.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[arseny2606's solution](#)

69.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[arseny2606's solution](#)

70.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[arseny2606's solution](#)

71.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[arseny2606's solution](#)

72.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2020-11-21 · PyPy 3 (first AC) · Tags: brute force, greedy, two pointers

[arseny2606's solution](#)

73.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[arseny2606's solution](#)

74.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[arseny2606's solution](#)

75.

876B

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

Quality: 10,326 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[arseny2606's solution](#)

76.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,891 global accepts · Rating: 1300 · first AC: 2020-12-26 · PyPy 3 (first AC) · Tags: brute force, dp
[arseny2606's solution](#)

77.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[arseny2606's solution](#)

78.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees
[arseny2606's solution](#)

79.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[arseny2606's solution](#)

80.

876D

[Sorting the Coins](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, trees, two pointers
[arseny2606's solution](#)

81.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math
[arseny2606's solution](#)

82.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[arseny2606's solution](#)

83.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[arseny2606's solution](#)

84.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[arseny2606's solution](#)

- 85.**
1610C
[Keshi Is Throwing a Party](#) · [Tutorial](#)
Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[arseny2606's solution](#)
- 86.**
2113C
[Smilo and Minecraft](#) · [Tutorial](#)
Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[arseny2606's solution](#)
- 87.**
1131F
[Asya And Kittens](#) · [Tutorial](#)
Quality: 7,754 global accepts · Rating: 1700 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu
[arseny2606's solution](#)
- 88.**
2052F
[Fix Flooded Floor](#) · [Tutorial](#)
Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs
[arseny2606's solution](#)
- 89.**
2010C2
[Message Transmission Error \(hard version\)](#) · [Tutorial](#)
Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers
[arseny2606's solution](#)
- 90.**
1798C
[Candy Store](#) · [Tutorial](#)
Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[arseny2606's solution](#)
- 91.**
76E
[Points](#) · [Tutorial](#)
Quality: 1,892 global accepts · Rating: 1700 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[arseny2606's solution](#)
- 92.**
1802D
[Buying gifts](#) · [Tutorial](#)
Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[arseny2606's solution](#)
- 93.**
1793D
[Moscow Gorillas](#) · [Tutorial](#)
Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[arseny2606's solution](#)
- 94.**
706D
[Vasiliy's Multiset](#) · [Tutorial](#)
Quality: 12,595 global accepts · Rating: 1800 · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees
[arseny2606's solution](#)

95.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings

[arseny2606's solution](#)

96.

2001D

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

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[arseny2606's solution](#)

97.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[arseny2606's solution](#)

98.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[arseny2606's solution](#)

99.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[arseny2606's solution](#)

100.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[arseny2606's solution](#)

101.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[arseny2606's solution](#)

102.

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[arseny2606's solution](#)

103.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[arseny2606's solution](#)

104.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[arseny2606's solution](#)

105.

1505I

[Mysterious language again, seriously? · Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2022-11-20 · Secret 2021 (first AC) · Tags: *special

[arseny2606's solution](#)

106.

76F

[Tourist · Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[arseny2606's solution](#)

107.

2052B

[BitBitJump · Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

108.

2113F

[Two Arrays · Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[arseny2606's solution](#)

109.

105537H

[Hanoi Towers Reloaded · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

110.

105537D

[Defective Script · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

111.

105537L

[Longest Common Substring · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

112.

105537K

[Keyboard Chaos · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

113.

105537I

[If I Could Turn Back Time · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

114.

105537F

[False Alarm · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

115.

105537J

[Just Half is Enough · Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[arseny2606's solution](#)

116.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[arseny2606's solution](#)

117.

105488B

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[arseny2606's solution](#)

118.

105488A

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[arseny2606's solution](#)

119.

1049507

[Split into Triplets](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

120.

1049506

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

121.

1049505

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

122.

1049492

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

123.

1049491

[A, B, C, D, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z](#)

Rating: — · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

124.

104922D

[Hard problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

125.

104922A

[You need to train more](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

126.

104922G

[Space accident](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

127.

103984B

[BDMC# AÔLDä7](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

128.

103984F

[AôDIOCB 2Câ 2D 5CÄO DtCCÄK](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

129.

103984E

[Division](#) · Tutorial

Rating: — · first AC: 2023-09-17 · PyPy 3-64 (first AC) · Tags: —
[arseny2606's solution](#)

130.

103984J

[Split and sum](#) · Tutorial

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

131.

103984C

[AäBCr#D >Dt=D´9 DÔBC ?](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

132.

1042916

[A#CÔDCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

133.

1042915

[B47DcB0#0 CÔ0 D :C´>CÔ5](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

134.

1042902

[B\\$Dc#Ca5 Cö>D ;C =C,,5](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

135.

1042901

[A\\$8CÖ5Cä=C 1C´NCD5CÔ8CP](#)

Rating: — · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

136.

104244B

[AöC#Cö:C ?Cä4C @C#>C](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

137.

104244D

[AöDö\\$U CD>CÄ>C•](#)

Rating: — · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

138.

1041567

[A70CÄ=C€](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

139.

1041566

[A70CÄ,2D`5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

140.

1041565

[AÄ5D\\$@CäAD\\$@Cä9](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

141.

1041552

[A70CÄ8Ct2CT4CT=C,,5 BD8C >CÖ0DtGC€](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

142.

1041551

[B70CÄCT;CT=C,,5 Cö@Dö<CäCC4>C`LCÖ8C#0](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

143.

1033845

[BD8CÖCÖACä2C O D 5DD>D <C](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

144.

1033844

[Aö0D\\$D,,5D BC\\$8CR ?Cä 4CdCCÖ3C`OCA](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

145.

1033843

[A70CÄCT9 C, ?Cä@D\\$0C`K](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

146.

1033842

[AÖCTÖ\\$ÄGRÀ Dò ?Cä?D KC40C²](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)

147.

1033841

[AöDt8CÖ:C 1C`NCDFC](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[arseny2606's solution](#)