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Unique solved — asjcx

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

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

Filters: none

Count: 132

1.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[asjcx's solution](#)

2.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[asjcx's solution](#)

3.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[asjcx's solution](#)

4.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[asjcx's solution](#)

5.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[asjcx's solution](#)

6.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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7.

1682A

[Palindromic Indices](#) · [Tutorial](#)

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[asjcx's solution](#)

8.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[asjcx's solution](#)

9.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[asjcx's solution](#)

10.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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11.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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12.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings
[asjcx's solution](#)

13.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[asjcx's solution](#)

14.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,768 global accepts · Rating: 800 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[asjcx's solution](#)

15.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[asjcx's solution](#)

16.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[asjcx's solution](#)

17.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, greedy
[asjcx's solution](#)

18.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: math
[asjcx's solution](#)

19.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[asjcx's solution](#)

20.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: greedy, math

[asjcx's solution](#)

21.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: math

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22.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings

[asjcx's solution](#)

23.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,351 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

24.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

25.

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

26.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

27.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings

[asjcx's solution](#)

28.

1200A

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Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[asjcx's solution](#)

29.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[asjcx's solution](#)

30.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[asjcx's solution](#)

31.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: implementation

[asjcx's solution](#)

32.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[asjcx's solution](#)

33.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[asjcx's solution](#)

34.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[asjcx's solution](#)

35.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[asjcx's solution](#)

36.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

37.

1206B

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

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · last AC: 2019-08-19 · GNU C++11 (first AC) · Tags: dp, implementation

[asjcx's solution](#)

38.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[asjcx's solution](#)

39.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

40.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[asjcx's solution](#)

41.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

42.

1241B

[Strings Equalization](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: brute force, strings

[asjcx's solution](#)

43.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[asjcx's solution](#)

44.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[asjcx's solution](#)

45.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[asjcx's solution](#)

46.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[asjcx's solution](#)

47.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[asjcx's solution](#)

48.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[asjcx's solution](#)

49.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[asjcx's solution](#)

50.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

51.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[asjcx's solution](#)

52.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[asjcx's solution](#)

53.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[asjcx's solution](#)

54.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: interactive, math
[asjcx's solution](#)

55.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[asjcx's solution](#)

56.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation
[asjcx's solution](#)

57.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[asjcx's solution](#)

58.

1617C

[Paprika and Permutation](#) · [Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[asjcx's solution](#)

59.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[asjcx's solution](#)

60.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[asjcx's solution](#)

61.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[asjcx's solution](#)

62.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings
[asjcx's solution](#)

63.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[asjcx's solution](#)

64.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[asjcx's solution](#)

65.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[asjcx's solution](#)

66.

1684C

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Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

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67.

1654C

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Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[asjcx's solution](#)

68.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[asjcx's solution](#)

69.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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70.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[asjcx's solution](#)

71.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy

[asjcx's solution](#)

72.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[asjcx's solution](#)

73.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, sortings

[asjcx's solution](#)

- 74.**
1191C
[Tokitsukaze and Discard Items](#) · [Tutorial](#)
Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation
[asjcx's solution](#)
- 75.**
1108D
[Diverse Garland](#) · [Tutorial](#)
Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[asjcx's solution](#)
- 76.**
1710A
[Color the Picture](#) · [Tutorial](#)
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[asjcx's solution](#)
- 77.**
1621B
[Integers Shop](#) · [Tutorial](#)
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[asjcx's solution](#)
- 78.**
1546C
[AquaMoon and Strange Sort](#) · [Tutorial](#)
Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings
[asjcx's solution](#)
- 79.**
1400C
[Binary String Reconstruction](#) · [Tutorial](#)
Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[asjcx's solution](#)
- 80.**
1304C
[Air Conditioner](#) · [Tutorial](#)
Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[asjcx's solution](#)
- 81.**
1296C
[Yet Another Walking Robot](#) · [Tutorial](#)
Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: data structures, implementation
[asjcx's solution](#)
- 82.**
1296D
[Fight with Monsters](#) · [Tutorial](#)
Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: greedy, sortings
[asjcx's solution](#)
- 83.**
1256D
[Binary String Minimizing](#) · [Tutorial](#)
Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: greedy
[asjcx's solution](#)
- 84.**
1707A
[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[asjcx's solution](#)

85.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[asjcx's solution](#)

86.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[asjcx's solution](#)

87.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[asjcx's solution](#)

88.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[asjcx's solution](#)

89.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[asjcx's solution](#)

90.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[asjcx's solution](#)

91.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[asjcx's solution](#)

92.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[asjcx's solution](#)

93.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

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94.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[asjcx's solution](#)

95.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[asjcx's solution](#)

96.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[asjcx's solution](#)

97.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[asjcx's solution](#)

98.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[asjcx's solution](#)

99.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[asjcx's solution](#)

100.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[asjcx's solution](#)

101.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[asjcx's solution](#)

102.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[asjcx's solution](#)

103.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[asjcx's solution](#)

104.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[asjcx's solution](#)

105.

1400D

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106.

1348D

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107.

1303D

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108.

1696E

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109.

1680E

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110.

1506F

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111.

1506G

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112.

1304E

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113.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

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114.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

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115.

2040E

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116.

1710B

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117.

1684E

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[asjcx's solution](#)

118.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[asjcx's solution](#)

119.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

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120.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

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121.

1706E

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[asjcx's solution](#)

122.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[asjcx's solution](#)

123.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[asjcx's solution](#)

124.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[asjcx's solution](#)

125.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

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[asjcx's solution](#)

126.

2040F

[Number of Cubes](#) · [Tutorial](#)

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[asjcx's solution](#)

127.

1179D

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Quality: 1,036 global accepts · Rating: 2700 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[asjcx's solution](#)

128.

1697F

[Too Many Constraints](#) · [Tutorial](#)

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[asjcx's solution](#)

129.

1630E

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

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[asjcx's solution](#)

130.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[asjcx's solution](#)

131.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[asjcx's solution](#)

132.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[asjcx's solution](#)