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Unique solved — assert 0

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

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

Filters: none

Count: 108

1.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[assert_0's solution](#)

2.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[assert_0's solution](#)

3.

2152A

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

Quality: 22,311 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[assert_0's solution](#)

4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[assert_0's solution](#)

5.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,020 global accepts · Rating: 800 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[assert_0's solution](#)

6.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[assert_0's solution](#)

7.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[assert_0's solution](#)

8.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[assert_0's solution](#)

9.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[assert_0's solution](#)

10.

1579A

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

Quality: 41,998 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[assert_0's solution](#)

11.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[assert_0's solution](#)

12.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[assert_0's solution](#)

13.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[assert_0's solution](#)

14.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[assert_0's solution](#)

15.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[assert_0's solution](#)

16.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[assert_0's solution](#)

17.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[assert_0's solution](#)

18.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[assert_0's solution](#)

19.

2048C

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

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[assert_0's solution](#)

20.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[assert_0's solution](#)

21.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,187 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[assert_0's solution](#)

22.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[assert_0's solution](#)

23.

2152B

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

Quality: 12,857 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[assert_0's solution](#)

24.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,496 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[assert_0's solution](#)

25.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,652 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[assert_0's solution](#)

26.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[assert_0's solution](#)

27.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory
[assert_0's solution](#)

28.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,226 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[assert_0's solution](#)

29.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[assert_0's solution](#)

30.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[assert_0's solution](#)

31.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[assert_0's solution](#)

32.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[assert_0's solution](#)

33.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[assert_0's solution](#)

34.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[assert_0's solution](#)

35.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[assert_0's solution](#)

36.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[assert_0's solution](#)

37.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[assert_0's solution](#)

38.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[assert_0's solution](#)

39.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[assert_0's solution](#)

40.

1185C2

[Exam in BerSU \(hard version\) · Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[assert_0's solution](#)

41.

2127D

[Root was Built by Love, Broken by Destiny · Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[assert_0's solution](#)

42.

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[assert_0's solution](#)

43.

986B

[Petr and Permutations · Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[assert_0's solution](#)

44.

1648B

[Integral Array · Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[assert_0's solution](#)

45.

1979D

[Fixing a Binary String · Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[assert_0's solution](#)

46.

2180C

[XOR-factorization · Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[assert_0's solution](#)

47.

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[assert_0's solution](#)

48.

2165B

[Marble Council · Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

[assert_0's solution](#)

49.

2129C1

[Interactive RBS \(Easy Version\) · Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[assert_0's solution](#)

50.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[assert_0's solution](#)

51.

1883G2

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

Quality: 6,742 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[assert_0's solution](#)

52.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[assert_0's solution](#)

53.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[assert_0's solution](#)

54.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[assert_0's solution](#)

55.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[assert_0's solution](#)

56.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[assert_0's solution](#)

57.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,310 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

[assert_0's solution](#)

58.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[assert_0's solution](#)

59.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[assert_0's solution](#)

60.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[assert_0's solution](#)

61.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory
[assert_0's solution](#)

62.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[assert_0's solution](#)

63.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[assert_0's solution](#)

64.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[assert_0's solution](#)

65.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,630 global accepts · Rating: 2000 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[assert_0's solution](#)

66.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers
[assert_0's solution](#)

67.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[assert_0's solution](#)

68.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[assert_0's solution](#)

69.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[assert_0's solution](#)

70.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[assert_0's solution](#)

71.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[assert_0's solution](#)

72.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[assert_0's solution](#)

73.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[assert_0's solution](#)

74.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[assert_0's solution](#)

75.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[assert_0's solution](#)

76.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[assert_0's solution](#)

77.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[assert_0's solution](#)

78.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[assert_0's solution](#)

79.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[assert_0's solution](#)

80.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[assert_0's solution](#)

81.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[assert_0's solution](#)

82.

2129C3

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

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[assert_0's solution](#)

83.

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation
[assert_0's solution](#)

84.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[assert_0's solution](#)

85.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[assert_0's solution](#)

86.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[assert_0's solution](#)

87.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory
[assert_0's solution](#)

88.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[assert_0's solution](#)

89.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[assert_0's solution](#)

90.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[assert_0's solution](#)

91.

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[assert_0's solution](#)

92.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[assert_0's solution](#)

93.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-25 · last AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[assert_0's solution](#)

94.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[assert_0's solution](#)

95.

2182G

[Short Garland](#) · [Tutorial](#)

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96.

2180F1

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97.

2155F

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98.

2127F

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99.

1635F

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100.

377E

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101.

2145G

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102.

2152G

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Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

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103.

464E

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104.

704D

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[assert_0's solution](#)

105.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3100 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[assert_0's solution](#)

106.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[assert_0's solution](#)

107.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[assert_0's solution](#)

108.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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