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Unique solved — azberjibiou

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

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

Filters: none

Count: 247

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,848 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[azberjibiou's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,581 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[azberjibiou's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[azberjibiou's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,747 global accepts · Rating: 800 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[azberjibiou's solution](#)

5.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,096 global accepts · Rating: 800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[azberjibiou's solution](#)

6.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: games
[azberjibiou's solution](#)

7.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[azberjibiou's solution](#)

8.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[azberjibiou's solution](#)

9.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[azberjibiou's solution](#)

10.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[azberjbiou's solution](#)

11.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math
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12.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[azberjbiou's solution](#)

13.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[azberjbiou's solution](#)

14.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[azberjbiou's solution](#)

15.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,263 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[azberjbiou's solution](#)

16.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: math
[azberjbiou's solution](#)

17.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: greedy, implementation
[azberjbiou's solution](#)

18.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: implementation, strings
[azberjbiou's solution](#)

19.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: games, greedy, math
[azberjbiou's solution](#)

20.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[azberjbiou's solution](#)

21.

1206A

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

Quality: 26,051 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings
[azberjibiou's solution](#)

22.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[azberjibiou's solution](#)

23.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation
[azberjibiou's solution](#)

24.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[azberjibiou's solution](#)

25.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[azberjibiou's solution](#)

26.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[azberjibiou's solution](#)

27.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[azberjibiou's solution](#)

28.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive
[azberjibiou's solution](#)

29.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math
[azberjibiou's solution](#)

30.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy
[azberjibiou's solution](#)

31.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: greedy, math
[azberjibiou's solution](#)

32.

1206B

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

Quality: 29,513 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[azberjbiou's solution](#)

33.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,852 global accepts · Rating: 900 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[azberjbiou's solution](#)

34.

2217B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[azberjbiou's solution](#)

35.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[azberjbiou's solution](#)

36.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[azberjbiou's solution](#)

37.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[azberjbiou's solution](#)

38.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[azberjbiou's solution](#)

39.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[azberjbiou's solution](#)

40.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[azberjbiou's solution](#)

41.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: geometry, math

[azberjbiou's solution](#)

42.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation

[azberjbiou's solution](#)

43.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dp, math

[azberjbiou's solution](#)

44.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[azberjbiou's solution](#)

45.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,116 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[azberjbiou's solution](#)

46.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[azberjbiou's solution](#)

47.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[azberjbiou's solution](#)

48.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[azberjbiou's solution](#)

49.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[azberjbiou's solution](#)

50.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[azberjbiou's solution](#)

51.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,142 global accepts · Rating: 1200 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

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52.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[azberjbiou's solution](#)

- 53.**
1517B
[Morning Jogging](#) · [Tutorial](#)
Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[azberjibiou's solution](#)
- 54.**
1495A
[Diamond Miner](#) · [Tutorial](#)
Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[azberjibiou's solution](#)
- 55.**
1270B
[Interesting Subarray](#) · [Tutorial](#)
Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[azberjibiou's solution](#)
- 56.**
1206C
[Almost Equal](#) · [Tutorial](#)
Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[azberjibiou's solution](#)
- 57.**
1200B
[Block Adventure](#) · [Tutorial](#)
Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[azberjibiou's solution](#)
- 58.**
1150C
[Prefix Sum Primes](#) · [Tutorial](#)
Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[azberjibiou's solution](#)
- 59.**
2217C
[Grid Covering](#) · [Tutorial](#)
Quality: 10,448 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory
[azberjibiou's solution](#)
- 60.**
1733C
[Parity Shuffle Sorting](#) · [Tutorial](#)
Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[azberjibiou's solution](#)
- 61.**
1476B
[Inflation](#) · [Tutorial](#)
Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[azberjibiou's solution](#)
- 62.**
1326C
[Permutation Partitions](#) · [Tutorial](#)
Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[azberjibiou's solution](#)
- 63.**
1285B
[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[azberjibiou's solution](#)

64.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[azberjibiou's solution](#)

65.

1237B

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Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
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66.

1182B

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Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings
[azberjibiou's solution](#)

67.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[azberjibiou's solution](#)

68.

2190B1

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

Quality: 10,685 global accepts · Rating: 1400 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[azberjibiou's solution](#)

69.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[azberjibiou's solution](#)

70.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[azberjibiou's solution](#)

71.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[azberjibiou's solution](#)

72.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[azberjibiou's solution](#)

73.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[azberjbiou's solution](#)

74.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[azberjbiou's solution](#)

75.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[azberjbiou's solution](#)

76.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[azberjbiou's solution](#)

77.

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

[azberjbiou's solution](#)

78.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[azberjbiou's solution](#)

79.

2183D1

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

Quality: 8,858 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[azberjbiou's solution](#)

80.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[azberjbiou's solution](#)

81.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[azberjbiou's solution](#)

82.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[azberjbiou's solution](#)

83.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[azberjbiou's solution](#)

84.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[azberjibiou's solution](#)

85.

1368B

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

Quality: 21,443 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[azberjibiou's solution](#)

86.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[azberjibiou's solution](#)

87.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[azberjibiou's solution](#)

88.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[azberjibiou's solution](#)

89.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[azberjibiou's solution](#)

90.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: combinatorics, math
[azberjibiou's solution](#)

91.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,506 global accepts · Rating: 1600 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[azberjibiou's solution](#)

92.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[azberjibiou's solution](#)

93.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[azberjibiou's solution](#)

- 94.**
1505B
[DMCA](#) · [Tutorial](#)
Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory
[azberjibiou's solution](#)
- 95.**
1476C
[Longest Simple Cycle](#) · [Tutorial](#)
Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[azberjibiou's solution](#)
- 96.**
1469C
[Building a Fence](#) · [Tutorial](#)
Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · last AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
[azberjibiou's solution](#)
- 97.**
1389B
[Array Walk](#) · [Tutorial](#)
Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[azberjibiou's solution](#)
- 98.**
1290A
[Mind Control](#) · [Tutorial](#)
Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[azberjibiou's solution](#)
- 99.**
1295C
[Obtain The String](#) · [Tutorial](#)
Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[azberjibiou's solution](#)
- 100.**
1284C
[New Year and Permutation](#) · [Tutorial](#)
Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math
[azberjibiou's solution](#)
- 101.**
1199C
[MP3](#) · [Tutorial](#)
Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: two pointers
[azberjibiou's solution](#)
- 102.**
2178D
[Xmas or Hysteria](#) · [Tutorial](#)
Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[azberjibiou's solution](#)
- 103.**
1528B
[Kavi on Pairing Duty](#) · [Tutorial](#)
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[azberjibiou's solution](#)
- 104.**
1516C
[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[azberjibiou's solution](#)

105.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[azberjibiou's solution](#)

106.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[azberjibiou's solution](#)

107.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[azberjibiou's solution](#)

108.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[azberjibiou's solution](#)

109.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[azberjibiou's solution](#)

110.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[azberjibiou's solution](#)

111.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[azberjibiou's solution](#)

112.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[azberjibiou's solution](#)

113.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,774 global accepts · Rating: 1800 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[azberjibiou's solution](#)

114.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[azberjibiou's solution](#)

115.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[azberjbiou's solution](#)

116.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[azberjbiou's solution](#)

117.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[azberjbiou's solution](#)

118.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[azberjbiou's solution](#)

119.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,166 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[azberjbiou's solution](#)

120.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[azberjbiou's solution](#)

121.

2217D

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

Quality: 3,352 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[azberjbiou's solution](#)

122.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[azberjbiou's solution](#)

123.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[azberjbiou's solution](#)

124.

2190B2

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

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[azberjbiou's solution](#)

125.

2184G

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

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[azberjibiou's solution](#)

126.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1900 · first AC: 2026-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[azberjibiou's solution](#)

127.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[azberjibiou's solution](#)

128.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[azberjibiou's solution](#)

129.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[azberjibiou's solution](#)

130.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[azberjibiou's solution](#)

131.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[azberjibiou's solution](#)

132.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[azberjibiou's solution](#)

133.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,820 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
[azberjibiou's solution](#)

134.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[azberjibiou's solution](#)

135.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[azberjibiou's solution](#)

136.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[azberjibiou's solution](#)

137.

2217E

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

Quality: 2,077 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[azberjibiou's solution](#)

138.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[azberjibiou's solution](#)

139.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[azberjibiou's solution](#)

140.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[azberjibiou's solution](#)

141.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[azberjibiou's solution](#)

142.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[azberjibiou's solution](#)

143.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[azberjibiou's solution](#)

144.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[azberjbiou's solution](#)

145.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[azberjbiou's solution](#)

146.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[azberjbiou's solution](#)

147.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[azberjbiou's solution](#)

148.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[azberjbiou's solution](#)

149.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[azberjbiou's solution](#)

150.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[azberjbiou's solution](#)

151.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[azberjbiou's solution](#)

152.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[azberjbiou's solution](#)

153.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[azberjbiou's solution](#)

154.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive

algorithms, dp, flows, graphs, shortest paths

[azberjibiou's solution](#)

155.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[azberjibiou's solution](#)

156.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[azberjibiou's solution](#)

157.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[azberjibiou's solution](#)

158.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[azberjibiou's solution](#)

159.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[azberjibiou's solution](#)

160.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[azberjibiou's solution](#)

161.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[azberjibiou's solution](#)

162.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[azberjibiou's solution](#)

163.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[azberjibiou's solution](#)

164.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[azberjbiou's solution](#)

165.

1204E

[Natasha, Sasha and the Prefix Sums](#) · Tutorial

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[azberjbiou's solution](#)

166.

1499E

[Chaotic Merge](#) · Tutorial

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[azberjbiou's solution](#)

167.

2190D

[Prufer Vertex](#) · Tutorial

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[azberjbiou's solution](#)

168.

2183F

[Jumping Man](#) · Tutorial

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[azberjbiou's solution](#)

169.

2172H

[Shuffling Cards with Problem Solver 68!](#) · Tutorial

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[azberjbiou's solution](#)

170.

1666E

[Even Split](#) · Tutorial

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[azberjbiou's solution](#)

171.

1479C

[Continuous City](#) · Tutorial

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[azberjbiou's solution](#)

172.

1656F

[Parametric MST](#) · Tutorial

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[azberjbiou's solution](#)

173.

1613F

[Tree Coloring](#) · Tutorial

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[azberjbiou's solution](#)

174.

1270F

[Awesome Substrings](#) · Tutorial

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-03 · GNU C++11 (first AC) · Tags: math, strings

[azberjbiou's solution](#)

175.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[azberjbiou's solution](#)

176.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[azberjbiou's solution](#)

177.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[azberjbiou's solution](#)

178.

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[azberjbiou's solution](#)

179.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[azberjbiou's solution](#)

180.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[azberjbiou's solution](#)

181.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[azberjbiou's solution](#)

182.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,121 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[azberjbiou's solution](#)

183.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[azberjbiou's solution](#)

184.

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · last AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjibiou's solution](#)

185.

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

186.

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

187.

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

188.

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

189.

106178B

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

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

190.

106178F

[Fuzzy Factorization](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

191.

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

192.

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[azberjibiou's solution](#)

193.

105617K

[Petya's Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[azberjibiou's solution](#)

194.

105617H

[Exploration Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[azberjibiou's solution](#)

195.

105617F

[Exchange and Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjibiou's solution](#)

196.

105617J

[Nightmare Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[azberjibiou's solution](#)

197.

105617D

[Two Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[azberjibiou's solution](#)

198.

105617C

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199.

105617I

[Prank](#) · [Tutorial](#)

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200.

105617E

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201.

105617G

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202.

105617B

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203.

105617L

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204.

105617A

[Colony of Bacteria](#) · [Tutorial](#)

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205.

105789E

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206.

105789H

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207.

105789I

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208.

105789K

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209.

105789D

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210.

105789F

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Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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211.

105789B

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Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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212.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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213.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[azberjibiou's solution](#)

214.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjibiou's solution](#)

215.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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216.

102586K

[Game and Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjibiou's solution](#)

217.

102268H

[Hall's Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

218.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

219.

105401E

[Hexagonal Tiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

220.

104064G

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

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

221.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

222.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

223.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

224.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

225.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

226.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[azberjbiou's solution](#)

227.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[azberjbiou's solution](#)

228.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[azberjbiou's solution](#)

229.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[azberjbiou's solution](#)

230.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[azberjbiou's solution](#)

231.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[azberjbiou's solution](#)

232.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[azberjbiou's solution](#)

233.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[azberjbiou's solution](#)

234.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[azberjbiou's solution](#)

235.

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

236.

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

237.

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[azberjbiou's solution](#)

238.

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

239.

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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240.

102082B

[Arithmetic Progressions](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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241.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

242.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[azberjbiou's solution](#)

243.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[azberjbiou's solution](#)

244.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[azberjbiou's solution](#)

245.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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246.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[azberjbiou's solution](#)

247.

101987D

[Go Latin](#) · [Tutorial](#)

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