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Unique solved — blackscreen1

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

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

Filters: none

Count: 150

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[blackscreen1's solution](#)

2.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[blackscreen1's solution](#)

3.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[blackscreen1's solution](#)

4.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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5.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[blackscreen1's solution](#)

6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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7.

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[blackscreen1's solution](#)

8.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[blackscreen1's solution](#)

9.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[blackscreen1's solution](#)

10.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[blackscreen1's solution](#)

11.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[blackscreen1's solution](#)

12.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,146 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[blackscreen1's solution](#)

13.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,146 global accepts · Rating: 800 · first AC: 2023-05-27 · last AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[blackscreen1's solution](#)

14.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,337 global accepts · Rating: 800 · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[blackscreen1's solution](#)

15.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,604 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[blackscreen1's solution](#)

16.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[blackscreen1's solution](#)

17.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[blackscreen1's solution](#)

18.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[blackscreen1's solution](#)

19.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[blackscreen1's solution](#)

20.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,484 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs,

greedy, implementation

[blackscreen1's solution](#)

21.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[blackscreen1's solution](#)

22.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[blackscreen1's solution](#)

23.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[blackscreen1's solution](#)

24.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[blackscreen1's solution](#)

25.

1763A

[Absolute Maximization](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[blackscreen1's solution](#)

26.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,588 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[blackscreen1's solution](#)

27.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,990 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[blackscreen1's solution](#)

28.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[blackscreen1's solution](#)

29.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[blackscreen1's solution](#)

30.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[blackscreen1's solution](#)

31.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[blackscreen1's solution](#)

32.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[blackscreen1's solution](#)

33.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[blackscreen1's solution](#)

34.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[blackscreen1's solution](#)

35.

1589A

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

Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[blackscreen1's solution](#)

36.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[blackscreen1's solution](#)

37.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[blackscreen1's solution](#)

38.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[blackscreen1's solution](#)

39.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[blackscreen1's solution](#)

40.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[blackscreen1's solution](#)

41.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[blackscreen1's solution](#)

- 42.**
1295A
[Display The Number](#) · [Tutorial](#)
Quality: 24,148 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[blackscreen1's solution](#)
- 43.**
1005B
[Delete from the Left](#) · [Tutorial](#)
Quality: 27,385 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[blackscreen1's solution](#)
- 44.**
1351B
[Square?](#) · [Tutorial](#)
Quality: 18,536 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[blackscreen1's solution](#)
- 45.**
1747B
[BAN BAN](#) · [Tutorial](#)
Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[blackscreen1's solution](#)
- 46.**
1589C
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[blackscreen1's solution](#)
- 47.**
1607B
[Odd Grasshopper](#) · [Tutorial](#)
Quality: 39,440 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math
[blackscreen1's solution](#)
- 48.**
1606A
[AB Balance](#) · [Tutorial](#)
Quality: 37,473 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings
[blackscreen1's solution](#)
- 49.**
1582B
[Luntik and Subsequences](#) · [Tutorial](#)
Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[blackscreen1's solution](#)
- 50.**
1770A
[Koxia and Whiteboards](#) · [Tutorial](#)
Quality: 25,243 global accepts · Rating: 1000 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[blackscreen1's solution](#)
- 51.**
2057B
[Gorilla and the Exam](#) · [Tutorial](#)
Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[blackscreen1's solution](#)
- 52.**
1785A
[Monsters \(easy version\)](#) · [Tutorial](#)
Rating: 1000 · first AC: 2023-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[blackscreen1's solution](#)

53.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[blackscreen1's solution](#)

54.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[blackscreen1's solution](#)

55.

1589B

[Coloring Rectangles](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[blackscreen1's solution](#)

56.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

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57.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,807 global accepts · Rating: 1100 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[blackscreen1's solution](#)

58.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[blackscreen1's solution](#)

59.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[blackscreen1's solution](#)

60.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[blackscreen1's solution](#)

61.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[blackscreen1's solution](#)

62.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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63.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,613 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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64.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[blackscreen1's solution](#)

65.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[blackscreen1's solution](#)

66.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[blackscreen1's solution](#)

67.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[blackscreen1's solution](#)

68.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[blackscreen1's solution](#)

69.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[blackscreen1's solution](#)

70.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[blackscreen1's solution](#)

71.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[blackscreen1's solution](#)

72.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[blackscreen1's solution](#)

73.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[blackscreen1's solution](#)

74.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
[blackscreen1's solution](#)

75.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[blackscreen1's solution](#)

76.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[blackscreen1's solution](#)

77.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[blackscreen1's solution](#)

78.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2023-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[blackscreen1's solution](#)

79.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[blackscreen1's solution](#)

80.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[blackscreen1's solution](#)

81.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[blackscreen1's solution](#)

82.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[blackscreen1's solution](#)

83.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[blackscreen1's solution](#)

84.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[blackscreen1's solution](#)

- 85.**
1270C
[Make Good](#) · [Tutorial](#)
Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[blackscreen1's solution](#)
- 86.**
1951C
[Ticket Hoarding](#) · [Tutorial](#)
Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[blackscreen1's solution](#)
- 87.**
1903C
[Theofanis' Nightmare](#) · [Tutorial](#)
Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[blackscreen1's solution](#)
- 88.**
1838C
[No Prime Differences](#) · [Tutorial](#)
Quality: 17,319 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[blackscreen1's solution](#)
- 89.**
1762C
[Binary Strings are Fun](#) · [Tutorial](#)
Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[blackscreen1's solution](#)
- 90.**
1759D
[Make It Round](#) · [Tutorial](#)
Quality: 20,265 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[blackscreen1's solution](#)
- 91.**
2057C
[Trip to the Olympiad](#) · [Tutorial](#)
Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[blackscreen1's solution](#)
- 92.**
1804C
[Pull Your Luck](#) · [Tutorial](#)
Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[blackscreen1's solution](#)
- 93.**
991D
[Bishwock](#) · [Tutorial](#)
Quality: 7,736 global accepts · Rating: 1500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[blackscreen1's solution](#)
- 94.**
1842C
[Tenzing and Balls](#) · [Tutorial](#)
Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp
[blackscreen1's solution](#)

95.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1500 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[blackscreen1's solution](#)

96.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[blackscreen1's solution](#)

97.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[blackscreen1's solution](#)

98.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[blackscreen1's solution](#)

99.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[blackscreen1's solution](#)

100.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,197 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[blackscreen1's solution](#)

101.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[blackscreen1's solution](#)

102.

1886C

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

Quality: 16,596 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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103.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[blackscreen1's solution](#)

104.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[blackscreen1's solution](#)

105.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[blackscreen1's solution](#)

106.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[blackscreen1's solution](#)

107.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[blackscreen1's solution](#)

108.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[blackscreen1's solution](#)

109.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[blackscreen1's solution](#)

110.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[blackscreen1's solution](#)

111.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math
[blackscreen1's solution](#)

112.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2026-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[blackscreen1's solution](#)

113.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory
[blackscreen1's solution](#)

114.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[blackscreen1's solution](#)

115.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[blackscreen1's solution](#)

116.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[blackscreen1's solution](#)

117.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[blackscreen1's solution](#)

118.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[blackscreen1's solution](#)

119.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[blackscreen1's solution](#)

120.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[blackscreen1's solution](#)

121.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[blackscreen1's solution](#)

122.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[blackscreen1's solution](#)

123.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[blackscreen1's solution](#)

124.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[blackscreen1's solution](#)

125.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[blackscreen1's solution](#)

126.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math

[blackscreen1's solution](#)

127.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[blackscreen1's solution](#)

128.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[blackscreen1's solution](#)

129.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[blackscreen1's solution](#)

130.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[blackscreen1's solution](#)

131.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[blackscreen1's solution](#)

132.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[blackscreen1's solution](#)

133.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[blackscreen1's solution](#)

134.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[blackscreen1's solution](#)

135.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, greedy
[blackscreen1's solution](#)

136.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[blackscreen1's solution](#)

137.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, schedules
[blackscreen1's solution](#)

138.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[blackscreen1's solution](#)

139.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[blackscreen1's solution](#)

140.

104985A

[Episodes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[blackscreen1's solution](#)

141.

104879C

[Public Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[blackscreen1's solution](#)

142.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[blackscreen1's solution](#)

143.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[blackscreen1's solution](#)

144.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation
[blackscreen1's solution](#)

145.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, geometry, math

[blackscreen1's solution](#)

146.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, math, number theory

[blackscreen1's solution](#)

147.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, expression parsing, strings

[blackscreen1's solution](#)

148.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[blackscreen1's solution](#)

149.

102962B

[Diamond Hands](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[blackscreen1's solution](#)

150.

104017F

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

Rating: — · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[blackscreen1's solution](#)