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Unique solved — brandnewnode

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

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

Filters: none

Count: 127

- 1.**
2007A
[Dora's Set](#) · [Tutorial](#)
Quality: 25,251 global accepts · Rating: 800 · first AC: 2025-01-26 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[brandnewnode's solution](#)
- 2.**
2027A
[Rectangle Arrangement](#) · [Tutorial](#)
Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math
[brandnewnode's solution](#)
- 3.**
1923A
[Moving Chips](#) · [Tutorial](#)
Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[brandnewnode's solution](#)
- 4.**
1937A
[Shuffle Party](#) · [Tutorial](#)
Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: implementation, math
[brandnewnode's solution](#)
- 5.**
1927A
[Make it White](#) · [Tutorial](#)
Quality: 51,435 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: greedy, strings
[brandnewnode's solution](#)
- 6.**
1914A
[Problemsolving Log](#) · [Tutorial](#)
Quality: 35,153 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: implementation, strings
[brandnewnode's solution](#)
- 7.**
1978B
[New Bakery](#) · [Tutorial](#)
Quality: 25,332 global accepts · Rating: 800 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, ternary search
[brandnewnode's solution](#)
- 8.**
669A
[Little Artem and Presents](#) · [Tutorial](#)
Quality: 11,681 global accepts · Rating: 800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: math
[brandnewnode's solution](#)
- 9.**
1623A
[Robot Cleaner](#) · [Tutorial](#)
Quality: 20,720 global accepts · Rating: 800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[brandnewnode's solution](#)
- 10.**
1041A
[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[brandnewnode's solution](#)

11.

1983A

[Array Divisibility](#) · [Tutorial](#)

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[brandnewnode's solution](#)

12.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,125 global accepts · Rating: 800 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: implementation, math
[brandnewnode's solution](#)

13.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2025-01-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[brandnewnode's solution](#)

14.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: greedy, math
[brandnewnode's solution](#)

15.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: *special, constructive algorithms
[brandnewnode's solution](#)

16.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation
[brandnewnode's solution](#)

17.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy
[brandnewnode's solution](#)

18.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,947 global accepts · Rating: 1100 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: greedy, math
[brandnewnode's solution](#)

19.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: implementation, math
[brandnewnode's solution](#)

20.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[brandnewnode's solution](#)

21.

876C

[Classroom Watch](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, math

[brandnewnode's solution](#)

22.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: strings

[brandnewnode's solution](#)

23.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[brandnewnode's solution](#)

24.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, math

[brandnewnode's solution](#)

25.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: games, greedy

[brandnewnode's solution](#)

26.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[brandnewnode's solution](#)

27.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[brandnewnode's solution](#)

28.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,994 global accepts · Rating: 1300 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[brandnewnode's solution](#)

29.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: greedy, hashing, implementation

[brandnewnode's solution](#)

30.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[brandnewnode's solution](#)

31.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1400 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: games

[brandnewnode's solution](#)

32.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[brandnewnode's solution](#)

33.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,795 global accepts · Rating: 1400 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: math, number theory
[brandnewnode's solution](#)

34.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: implementation, math, matrices
[brandnewnode's solution](#)

35.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math
[brandnewnode's solution](#)

36.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-04-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory
[brandnewnode's solution](#)

37.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math
[brandnewnode's solution](#)

38.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[brandnewnode's solution](#)

39.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: math, number theory
[brandnewnode's solution](#)

40.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: greedy, math
[brandnewnode's solution](#)

41.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: implementation, math
[brandnewnode's solution](#)

42.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[brandnewnode's solution](#)

43.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[brandnewnode's solution](#)

44.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[brandnewnode's solution](#)

45.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[brandnewnode's solution](#)

46.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, math

[brandnewnode's solution](#)

47.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: games, graphs, greedy, trees

[brandnewnode's solution](#)

48.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[brandnewnode's solution](#)

49.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-13 · last AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[brandnewnode's solution](#)

50.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-01-06 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings

[brandnewnode's solution](#)

51.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[brandnewnode's solution](#)

52.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: greedy, strings

[brandnewnode's solution](#)

53.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,580 global accepts · Rating: 1700 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: dp, implementation

[brandnewnode's solution](#)

54.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[brandnewnode's solution](#)

55.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[brandnewnode's solution](#)

56.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-12 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[brandnewnode's solution](#)

57.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[brandnewnode's solution](#)

58.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-01-06 · last AC: 2025-01-13 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[brandnewnode's solution](#)

59.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,421 global accepts · Rating: 1800 · first AC: 2024-11-13 · last AC: 2025-01-06 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[brandnewnode's solution](#)

60.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-11-13 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[brandnewnode's solution](#)

61.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[brandnewnode's solution](#)

62.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: dp

[brandnewnode's solution](#)

63.

604D

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

Rating: 1800 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: combinatorics, dsu, math, number theory

[brandnewnode's solution](#)

64.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-07 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[brandnewnode's solution](#)

65.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,514 global accepts · Rating: 1900 · first AC: 2025-05-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[brandnewnode's solution](#)

66.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-04-09 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[brandnewnode's solution](#)

67.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[brandnewnode's solution](#)

68.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[brandnewnode's solution](#)

69.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: binary search

[brandnewnode's solution](#)

70.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[brandnewnode's solution](#)

71.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2014-10-03 · last AC: 2014-10-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar, math, number theory

[brandnewnode's solution](#)

72.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy

[brandnewnode's solution](#)

73.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-11-07 · last AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math, probabilities

[brandnewnode's solution](#)

74.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math, matrices

[brandnewnode's solution](#)

75.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-07-16 · PyPy 3-64 (first AC) · Tags: dp, matrices

[brandnewnode's solution](#)

76.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: dp, matrices

[brandnewnode's solution](#)

77.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2024-07-12 · PyPy 3-64 (first AC) · Tags: dp

[brandnewnode's solution](#)

78.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2025-05-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[brandnewnode's solution](#)

79.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[brandnewnode's solution](#)

80.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-03-26 · last AC: 2025-07-21 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, implementation, math

[brandnewnode's solution](#)

81.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[brandnewnode's solution](#)

82.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[brandnewnode's solution](#)

83.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: binary search, dp, greedy
[brandnewnode's solution](#)

84.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2014-11-11 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, math
[brandnewnode's solution](#)

85.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive
[brandnewnode's solution](#)

86.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-01-19 · last AC: 2025-08-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, number theory, two pointers
[brandnewnode's solution](#)

87.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2025-03-26 · last AC: 2025-05-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[brandnewnode's solution](#)

88.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-03-11 · last AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[brandnewnode's solution](#)

89.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-11-11 · last AC: 2025-01-13 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[brandnewnode's solution](#)

90.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2015-04-13 · GNU C++ (first AC) · Tags: data structures, math
[brandnewnode's solution](#)

91.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-31 · GNU C++ (first AC) · Tags: data structures, dp, dsu
[brandnewnode's solution](#)

92.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[brandnewnode's solution](#)

93.

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[brandnewnode's solution](#)

94.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[brandnewnode's solution](#)

95.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2015-06-12 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar

[brandnewnode's solution](#)

96.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2015-03-29 · GNU C++ (first AC) · Tags: data structures, math, number theory

[brandnewnode's solution](#)

97.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[brandnewnode's solution](#)

98.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[brandnewnode's solution](#)

99.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-05-19 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[brandnewnode's solution](#)

100.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-05-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[brandnewnode's solution](#)

101.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, sortings

[brandnewnode's solution](#)

102.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-01-13 · last AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[brandnewnode's solution](#)

103.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2015-03-17 · last AC: 2015-03-17 · GNU C++ (first AC) · Tags: data structures, implementation

[brandnewnode's solution](#)

104.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2014-06-26 · GNU C++ (first AC) · Tags: constructive algorithms

[brandnewnode's solution](#)

105.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[brandnewnode's solution](#)

106.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2015-03-06 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[brandnewnode's solution](#)

107.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-04-03 · last AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[brandnewnode's solution](#)

108.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-03-24 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[brandnewnode's solution](#)

109.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-03-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, greedy

[brandnewnode's solution](#)

110.

406E

[Hamming Triples](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 2800 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: implementation, math, two pointers

[brandnewnode's solution](#)

111.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2015-03-05 · last AC: 2015-05-17 · GNU C++ (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[brandnewnode's solution](#)

112.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2015-01-02 · GNU C++ (first AC) · Tags: combinatorics, data structures, math

[brandnewnode's solution](#)

113.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2014-10-03 · GNU C++ (first AC) · Tags: bitmasks, dp
[brandnewnode's solution](#)

114.

2152H1

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

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy
[brandnewnode's solution](#)

115.

679D

[Bear and Chase](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 2900 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation, math, probabilities
[brandnewnode's solution](#)

116.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3000 · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, trees
[brandnewnode's solution](#)

117.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-05-21 · last AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[brandnewnode's solution](#)

118.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2015-11-25 · GNU C++ (first AC) · Tags: binary search, divide and conquer, sortings, trees
[brandnewnode's solution](#)

119.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2014-07-01 · GNU C++ (first AC) · Tags: combinatorics, geometry
[brandnewnode's solution](#)

120.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2015-12-02 · GNU C++ (first AC) · Tags: data structures
[brandnewnode's solution](#)

121.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math, trees
[brandnewnode's solution](#)

122.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —
[brandnewnode's solution](#)

123.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —

[brandnewnode's solution](#)

124.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —

[brandnewnode's solution](#)

125.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —

[brandnewnode's solution](#)

126.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —

[brandnewnode's solution](#)

127.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: —

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