

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — bweah

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

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

Filters: none

Count: 83

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
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2.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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3.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,643 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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4.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
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5.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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6.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
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7.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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8.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[bweah's solution](#)

9.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**10.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**11.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**12.**

1691A

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Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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**13.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**14.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**15.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**16.**

1660B

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**17.**

1660A

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**18.**

1647A

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Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**19.**

1650A

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Quality: 37,303 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**20.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**21.**

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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**22.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**23.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[bweah's solution](#)

**24.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math

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**25.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**26.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**27.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**28.**

1834C

[Game with Reversing](#) · [Tutorial](#)

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**29.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

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**30.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**31.**

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

graphs, implementation

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**32.**

1984C1

[Magnitude \(Easy Version\)](#) · [Tutorial](#)

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**33.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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**34.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**35.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**36.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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**37.**

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

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**38.**

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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**39.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

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**40.**

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

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**41.**

1691C

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**42.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

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**43.**

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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**44.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[bweah's solution](#)

**45.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

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**46.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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**47.**

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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**48.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

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**49.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

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**50.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

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**51.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

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52.

1694D

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

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bweah's solution](#)

53.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

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54.

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

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55.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

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56.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

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57.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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58.

2157E

[Adjusting Drones](#) · [Tutorial](#)

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59.

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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60.

1799D1

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61.

1774E

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**62.**

1746D

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**63.**

1738D

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

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**64.**

1647D

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[bweah's solution](#)

**65.**

1627D

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Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[bweah's solution](#)

**66.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

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**67.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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**68.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

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**69.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

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**70.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**71.**

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[bweah's solution](#)

**72.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

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**73.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings

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**74.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

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**75.**

610D

[Vika and Segments](#) · [Tutorial](#)

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[bweah's solution](#)

**76.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[bweah's solution](#)

**77.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[bweah's solution](#)

**78.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[bweah's solution](#)

**79.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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**80.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bweah's solution](#)

**81.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bweah's solution](#)

**82.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bweah's solution](#)

**83.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

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