

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

<https://cfelitetracker.vercel.app>

Unique solved — cdsfcesf

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

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

Filters: none

Count: 161

- 1.**
1114A
[Got Any Grapes?](#) · [Tutorial](#)
Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[cdsfcesf's solution](#)
- 2.**
1106A
[Lunar New Year and Cross Counting](#) · [Tutorial](#)
Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation
[cdsfcesf's solution](#)
- 3.**
1017A
[The Rank](#) · [Tutorial](#)
Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation
[cdsfcesf's solution](#)
- 4.**
952A
[Quirky Quantifiers](#) · [Tutorial](#)
Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: *special, math
[cdsfcesf's solution](#)
- 5.**
954A
[Diagonal Walking](#) · [Tutorial](#)
Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation
[cdsfcesf's solution](#)
- 6.**
910A
[The Way to Home](#) · [Tutorial](#)
Quality: 13,996 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation
[cdsfcesf's solution](#)
- 7.**
835A
[Key races](#) · [Tutorial](#)
Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math
[cdsfcesf's solution](#)
- 8.**
832A
[Sasha and Sticks](#) · [Tutorial](#)
Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: games, math
[cdsfcesf's solution](#)
- 9.**
831B
[Keyboard Layouts](#) · [Tutorial](#)
Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: implementation, strings
[cdsfcesf's solution](#)
- 10.**
818A
[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: implementation, math
[cdsfcesf's solution](#)

11.

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: implementation
[cdsfcesf's solution](#)

12.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: brute force, implementation
[cdsfcesf's solution](#)

13.

782A

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

Rating: 800 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: implementation
[cdsfcesf's solution](#)

14.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: brute force, implementation, math
[cdsfcesf's solution](#)

15.

750A

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

Quality: 92,559 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math
[cdsfcesf's solution](#)

16.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math
[cdsfcesf's solution](#)

17.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,211 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++ (first AC) · Tags: implementation, strings
[cdsfcesf's solution](#)

18.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,721 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings
[cdsfcesf's solution](#)

19.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,927 global accepts · Rating: 800 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force, math
[cdsfcesf's solution](#)

20.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation
[cdsfcesf's solution](#)

21.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[cdsfcesf's solution](#)

22.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: brute force, implementation

[cdsfcesf's solution](#)

23.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

24.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cdsfcesf's solution](#)

25.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

26.

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[cdsfcesf's solution](#)

27.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings

[cdsfcesf's solution](#)

28.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: implementation, strings

[cdsfcesf's solution](#)

29.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, implementation

[cdsfcesf's solution](#)

30.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[cdsfcesf's solution](#)

31.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: greedy, math

[cdsfcesf's solution](#)

32.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[cdsfcesf's solution](#)

33.

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, strings
[cdsfcesf's solution](#)

34.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[cdsfcesf's solution](#)

35.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,245 global accepts · Rating: 1000 · first AC: 2017-02-07 · GNU C++ (first AC) · Tags: math
[cdsfcesf's solution](#)

36.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math
[cdsfcesf's solution](#)

37.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,987 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: implementation, math, number theory
[cdsfcesf's solution](#)

38.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: implementation
[cdsfcesf's solution](#)

39.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation
[cdsfcesf's solution](#)

40.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: brute force, implementation
[cdsfcesf's solution](#)

41.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-22 · GNU C++ (first AC) · Tags: implementation, sortings
[cdsfcesf's solution](#)

42.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-19 · GNU C++ (first AC) · Tags: games, math
[cdsfcesf's solution](#)

43.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy

[cdsfcesf's solution](#)

44.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

45.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[cdsfcesf's solution](#)

46.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings

[cdsfcesf's solution](#)

47.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

48.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[cdsfcesf's solution](#)

49.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: brute force, math

[cdsfcesf's solution](#)

50.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: geometry, math

[cdsfcesf's solution](#)

51.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[cdsfcesf's solution](#)

52.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[cdsfcesf's solution](#)

53.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[cdsfcesf's solution](#)

54.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation, math
[cdsfcesf's solution](#)

55.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings
[cdsfcesf's solution](#)

56.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
[cdsfcesf's solution](#)

57.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: brute force, math
[cdsfcesf's solution](#)

58.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms
[cdsfcesf's solution](#)

59.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,876 global accepts · Rating: 1300 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: data structures, implementation, math
[cdsfcesf's solution](#)

60.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: brute force, dp, strings
[cdsfcesf's solution](#)

61.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings
[cdsfcesf's solution](#)

62.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, implementation, math
[cdsfcesf's solution](#)

63.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-31 · GNU C++ (first AC) · Tags: geometry, implementation
[cdsfcesf's solution](#)

64.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force, implementation
[cdsfcesf's solution](#)

65.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[cdsfcesf's solution](#)

66.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,385 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[cdsfcesf's solution](#)

67.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics

[cdsfcesf's solution](#)

68.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,580 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

[cdsfcesf's solution](#)

69.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1400 · first AC: 2017-01-25 · GNU C++ (first AC) · Tags: math, number theory

[cdsfcesf's solution](#)

70.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[cdsfcesf's solution](#)

71.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[cdsfcesf's solution](#)

72.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[cdsfcesf's solution](#)

73.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[cdsfcesf's solution](#)

74.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[cdsfcesf's solution](#)

75.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[cdsfcesf's solution](#)

76.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers
[cdsfcesf's solution](#)

77.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,737 global accepts · Rating: 1500 · first AC: 2017-08-21 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[cdsfcesf's solution](#)

78.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[cdsfcesf's solution](#)

79.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees
[cdsfcesf's solution](#)

80.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: binary search, sortings
[cdsfcesf's solution](#)

81.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[cdsfcesf's solution](#)

82.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[cdsfcesf's solution](#)

83.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: brute force, math, number theory
[cdsfcesf's solution](#)

84.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[cdsfcesf's solution](#)

85.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++ (first AC) · Tags: constructive algorithms
[cdsfcesf's solution](#)

86.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1600 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: dp, implementation
[cdsfcesf's solution](#)

87.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: data structures

[cdsfcesf's solution](#)

88.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-29 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

89.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: brute force, dp, strings, two pointers

[cdsfcesf's solution](#)

90.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[cdsfcesf's solution](#)

91.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cdsfcesf's solution](#)

92.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: binary search, ternary search

[cdsfcesf's solution](#)

93.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cdsfcesf's solution](#)

94.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[cdsfcesf's solution](#)

95.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math

[cdsfcesf's solution](#)

96.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: dfs and similar, math

[cdsfcesf's solution](#)

97.

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu

[cdsfcesf's solution](#)

98.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[cdsfcesf's solution](#)

99.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[cdsfcesf's solution](#)

100.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: implementation

[cdsfcesf's solution](#)

101.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[cdsfcesf's solution](#)

102.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[cdsfcesf's solution](#)

103.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-02-01 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[cdsfcesf's solution](#)

104.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: number theory

[cdsfcesf's solution](#)

105.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: binary search, interactive

[cdsfcesf's solution](#)

106.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[cdsfcesf's solution](#)

107.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: *special, probabilities

[cdsfcesf's solution](#)

108.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: brute force, math

[cdsfcesf's solution](#)

109.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings
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110.

743D

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Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
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111.

1114D

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112.

835D

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113.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
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114.

782D

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115.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees
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116.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[cdsfcesf's solution](#)

117.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
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118.

852B

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119.

817E

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Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[cdsfcesf's solution](#)

120.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cdsfcesf's solution](#)

121.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[cdsfcesf's solution](#)

122.

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2100 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dp, matrices, sortings

[cdsfcesf's solution](#)

123.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[cdsfcesf's solution](#)

124.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: dp

[cdsfcesf's solution](#)

125.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[cdsfcesf's solution](#)

126.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2017-03-12 · last AC: 2017-03-12 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[cdsfcesf's solution](#)

127.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-08 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees

[cdsfcesf's solution](#)

128.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-02-03 · GNU C++ (first AC) · Tags: geometry

[cdsfcesf's solution](#)

129.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[cdsfcesf's solution](#)

130.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: fft, math

[cdsfcesf's solution](#)

131.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[cdsfcesf's solution](#)

132.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[cdsfcesf's solution](#)

133.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[cdsfcesf's solution](#)

134.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[cdsfcesf's solution](#)

135.

901C

[Bipartite Segments](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[cdsfcesf's solution](#)

136.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, trees

[cdsfcesf's solution](#)

137.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[cdsfcesf's solution](#)

138.

835E

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

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-08-01 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, interactive

[cdsfcesf's solution](#)

139.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-19 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[cdsfcesf's solution](#)

140.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-08 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[cdsfcesf's solution](#)

141.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[cdsfcesf's solution](#)

142.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[cdsfcesf's solution](#)

143.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-18 · last AC: 2017-08-19 · GNU C++ (first AC) · Tags: data structures, probabilities

[cdsfcesf's solution](#)

144.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[cdsfcesf's solution](#)

145.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[cdsfcesf's solution](#)

146.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-12-03 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[cdsfcesf's solution](#)

147.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[cdsfcesf's solution](#)

148.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-04-13 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[cdsfcesf's solution](#)

149.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: data structures

[cdsfcesf's solution](#)

150.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: — · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cdsfcesf's solution](#)

151.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: — · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cdsfcesf's solution](#)

152.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-14 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

153.

101028I

[March Rain](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

154.

101028H

[The Endless River](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

155.

101028G

[The Tower of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

156.

101028F

[Good Words](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

157.

101028E

[Teams](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

158.

101028D

[X and paintings](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

159.

101028C

[A or B Equals C](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

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160.

101028B

[Bonapity](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

[cdsfcesf's solution](#)

161.

101028A

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

Rating: — · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: —

