

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

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# Unique solved — chenzining

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

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

Filters: none

Count: 152

- 1.**  
2120A  
[Square of Rectangles](#) · [Tutorial](#)  
Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math  
[chenzining's solution](#)
- 2.**  
2096A  
[Wonderful Sticks](#) · [Tutorial](#)  
Quality: 20,576 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[chenzining's solution](#)
- 3.**  
2084A  
[Max and Mod](#) · [Tutorial](#)  
Quality: 17,433 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[chenzining's solution](#)
- 4.**  
2092A  
[Kamilka and the Sheep](#) · [Tutorial](#)  
Quality: 28,318 global accepts · Rating: 800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings  
[chenzining's solution](#)
- 5.**  
2091B  
[Team Training](#) · [Tutorial](#)  
Quality: 32,706 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[chenzining's solution](#)
- 6.**  
2091A  
[Olympiad Date](#) · [Tutorial](#)  
Quality: 39,025 global accepts · Rating: 800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[chenzining's solution](#)
- 7.**  
2090A  
[Treasure Hunt](#) · [Tutorial](#)  
Quality: 21,376 global accepts · Rating: 800 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[chenzining's solution](#)
- 8.**  
2064A  
[Brogramming Contest](#) · [Tutorial](#)  
Quality: 27,100 global accepts · Rating: 800 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[chenzining's solution](#)
- 9.**  
2024A  
[Profitable Interest Rate](#) · [Tutorial](#)  
Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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- 10.**  
2030B  
[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**11.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenzining's solution](#)

**12.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[chenzining's solution](#)

**13.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[chenzining's solution](#)

**14.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenzining's solution](#)

**15.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[chenzining's solution](#)

**16.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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**17.**

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[chenzining's solution](#)

**18.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,426 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[chenzining's solution](#)

**19.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[chenzining's solution](#)

**20.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,048 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[chenzining's solution](#)

**21.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,702 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[chenzining's solution](#)

**22.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[chenzining's solution](#)

**23.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[chenzining's solution](#)

**24.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,752 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[chenzining's solution](#)

**25.**

1899A

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

Quality: 92,776 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[chenzining's solution](#)

**26.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,634 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[chenzining's solution](#)

**27.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,178 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[chenzining's solution](#)

**28.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,458 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[chenzining's solution](#)

**29.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,104 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[chenzining's solution](#)

**30.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,314 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[chenzining's solution](#)

**31.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[chenzining's solution](#)

**32.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[chenzining's solution](#)

**33.**

1791C

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

Quality: 74,187 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[chenzining's solution](#)

**34.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[chenzining's solution](#)

**35.**

1791A

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

Quality: 80,625 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[chenzining's solution](#)

**36.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,545 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[chenzining's solution](#)

**37.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,379 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[chenzining's solution](#)

**38.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,214 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[chenzining's solution](#)

**39.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chenzining's solution](#)

**40.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[chenzining's solution](#)

**41.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[chenzining's solution](#)

42.

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[chenzining's solution](#)

43.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,089 global accepts · Rating: 900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[chenzining's solution](#)

44.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,824 global accepts · Rating: 900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[chenzining's solution](#)

45.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[chenzining's solution](#)

46.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[chenzining's solution](#)

47.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,839 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[chenzining's solution](#)

48.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[chenzining's solution](#)

49.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,264 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[chenzining's solution](#)

50.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[chenzining's solution](#)

51.

1859B

[Olga and Game with Arrays](#) · [Tutorial](#)

Quality: 43,912 global accepts · Rating: 1000 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenzining's solution](#)

52.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,169 global accepts · Rating: 1000 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[chenzining's solution](#)

53.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,275 global accepts · Rating: 1000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[chenzining's solution](#)

54.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,942 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[chenzining's solution](#)

55.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,251 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[chenzining's solution](#)

56.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,573 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[chenzining's solution](#)

57.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[chenzining's solution](#)

58.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[chenzining's solution](#)

59.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, two pointers

[chenzining's solution](#)

60.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[chenzining's solution](#)

61.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[chenzining's solution](#)

62.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

dsu, graphs, implementation

[chenzining's solution](#)

**63.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[chenzining's solution](#)

**64.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,561 global accepts · Rating: 1100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[chenzining's solution](#)

**65.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[chenzining's solution](#)

**66.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,290 global accepts · Rating: 1100 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[chenzining's solution](#)

**67.**

1791G1

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

Quality: 33,924 global accepts · Rating: 1100 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[chenzining's solution](#)

**68.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,004 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[chenzining's solution](#)

**69.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[chenzining's solution](#)

**70.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[chenzining's solution](#)

**71.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,495 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[chenzining's solution](#)

**72.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,101 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[chenzining's solution](#)

**73.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,671 global accepts · Rating: 1200 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[chenzining's solution](#)

**74.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenzining's solution](#)

**75.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-06-23 · last AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[chenzining's solution](#)

**76.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,285 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[chenzining's solution](#)

**77.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[chenzining's solution](#)

**78.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,391 global accepts · Rating: 1200 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[chenzining's solution](#)

**79.**

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,630 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, two pointers

[chenzining's solution](#)

**80.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,183 global accepts · Rating: 1300 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[chenzining's solution](#)

**81.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,341 global accepts · Rating: 1300 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[chenzining's solution](#)

**82.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,525 global accepts · Rating: 1300 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[chenzining's solution](#)

**83.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,885 global accepts · Rating: 1300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp  
[chenzining's solution](#)

**84.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math  
[chenzining's solution](#)

**85.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation  
[chenzining's solution](#)

**86.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenzining's solution](#)

**87.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[chenzining's solution](#)

**88.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,590 global accepts · Rating: 1300 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[chenzining's solution](#)

**89.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation  
[chenzining's solution](#)

**90.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy  
[chenzining's solution](#)

**91.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings  
[chenzining's solution](#)

**92.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[chenzining's solution](#)

**93.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[chenzining's solution](#)

**94.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenzining's solution](#)

**95.**

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 1500 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[chenzining's solution](#)

**96.**

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[chenzining's solution](#)

**97.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[chenzining's solution](#)

**98.**

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

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**99.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,530 global accepts · Rating: 1500 · first AC: 2023-11-04 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

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**100.**

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[chenzining's solution](#)

**101.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[chenzining's solution](#)

**102.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

strings

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**103.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[chenzining's solution](#)

**104.**

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[chenzining's solution](#)

**105.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

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**106.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

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**107.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

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[chenzining's solution](#)

**108.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,798 global accepts · Rating: 1600 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenzining's solution](#)

**109.**

1968E

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

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[chenzining's solution](#)

**110.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,166 global accepts · Rating: 1600 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[chenzining's solution](#)

**111.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[chenzining's solution](#)

**112.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[chenzining's solution](#)

**113.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

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**114.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[chenzining's solution](#)

**115.**

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

[chenzining's solution](#)

**116.**

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[chenzining's solution](#)

**117.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[chenzining's solution](#)

**118.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenzining's solution](#)

**119.**

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2024-01-01 · last AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[chenzining's solution](#)

**120.**

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[chenzining's solution](#)

**121.**

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[chenzining's solution](#)

**122.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2023-05-11 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[chenzining's solution](#)

**123.**

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[chenzining's solution](#)

**124.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[chenzining's solution](#)

**125.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,158 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[chenzining's solution](#)

**126.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[chenzining's solution](#)

**127.**

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[chenzining's solution](#)

**128.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, trees

[chenzining's solution](#)

**129.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[chenzining's solution](#)

**130.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[chenzining's solution](#)

**131.**

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, two pointers

[chenzining's solution](#)

**132.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chenzining's solution](#)

**133.**

2096D

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

Quality: 5,605 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[chenzining's solution](#)

**134.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[chenzining's solution](#)

**135.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[chenzining's solution](#)

**136.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[chenzining's solution](#)

**137.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[chenzining's solution](#)

**138.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,860 global accepts · Rating: 2000 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[chenzining's solution](#)

**139.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[chenzining's solution](#)

**140.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[chenzining's solution](#)

**141.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-06-20 · last AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[chenzining's solution](#)

**142.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[chenzining's solution](#)

**143.**

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[chenzining's solution](#)

**144.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[chenzining's solution](#)

**145.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[chenzining's solution](#)

**146.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees  
[chenzining's solution](#)

**147.**

438D

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

Quality: 11,604 global accepts · Rating: 2300 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math  
[chenzining's solution](#)

**148.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices  
[chenzining's solution](#)

**149.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2800 · first AC: 2024-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[chenzining's solution](#)

**150.**

2092F

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

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings  
[chenzining's solution](#)

**151.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[chenzining's solution](#)

**152.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2024-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[chenzining's solution](#)