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Unique solved — codebuzz0001

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

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Filters: none

Count: 167

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,240 global accepts · Rating: 800 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[codebuzz0001's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,499 global accepts · Rating: 800 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: greedy
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3.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,920 global accepts · Rating: 800 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: brute force
[codebuzz0001's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2026-03-16 · Java 21 (first AC) · Tags: greedy
[codebuzz0001's solution](#)

5.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 800 · first AC: 2026-03-16 · Java 21 (first AC) · Tags: brute force, implementation
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6.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,283 global accepts · Rating: 800 · first AC: 2025-12-12 · last AC: 2026-03-13 · Java 21 (first AC) · Tags: implementation
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7.

231A

[Team](#) · [Tutorial](#)

Quality: 430,263 global accepts · Rating: 800 · first AC: 2025-12-12 · last AC: 2026-03-13 · Java 21 (first AC) · Tags: brute force, greedy
[codebuzz0001's solution](#)

8.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,253 global accepts · Rating: 800 · first AC: 2026-02-16 · last AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[codebuzz0001's solution](#)

9.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,780 global accepts · Rating: 800 · first AC: 2026-03-13 · Java 21 (first AC) · Tags: implementation, math
[codebuzz0001's solution](#)

10.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2026-03-13 · Java 21 (first AC) · Tags: implementation, sortings, strings
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11.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,683 global accepts · Rating: 800 · first AC: 2026-03-08 · Java 21 (first AC) · Tags: greedy, strings
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12.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · Java 21 (first AC) · Tags: implementation, math
[codebuzz0001's solution](#)

13.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

14.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: math
[codebuzz0001's solution](#)

15.

2202A

[Parkour Design](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

16.

2192A

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Quality: 17,912 global accepts · Rating: 800 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: brute force, strings
[codebuzz0001's solution](#)

17.

339A

[Helpful Maths](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

18.

266A

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[codebuzz0001's solution](#)

19.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,470 global accepts · Rating: 800 · first AC: 2025-12-12 · last AC: 2026-02-19 · Java 21 (first AC) · Tags: *special, implementation
[codebuzz0001's solution](#)

20.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,254 global accepts · Rating: 800 · first AC: 2025-05-23 · last AC: 2026-02-19 · Java 21 (first AC) · Tags: strings
[codebuzz0001's solution](#)

- 21.**
4A
[Watermelon](#) · [Tutorial](#)
Quality: 687,851 global accepts · Rating: 800 · first AC: 2025-05-17 · last AC: 2026-02-19 · Java 21 (first AC) · Tags: brute force, math
[codebuzz0001's solution](#)
- 22.**
427A
[Police Recruits](#) · [Tutorial](#)
Quality: 97,238 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[codebuzz0001's solution](#)
- 23.**
381A
[Sereja and Dima](#) · [Tutorial](#)
Quality: 89,818 global accepts · Rating: 800 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, two pointers
[codebuzz0001's solution](#)
- 24.**
59A
[Word](#) · [Tutorial](#)
Quality: 227,925 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[codebuzz0001's solution](#)
- 25.**
236A
[Boy or Girl](#) · [Tutorial](#)
Quality: 279,029 global accepts · Rating: 800 · first AC: 2026-01-13 · last AC: 2026-02-16 · Java 21 (first AC) · Tags: brute force, implementation, strings
[codebuzz0001's solution](#)
- 26.**
263A
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Quality: 317,998 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[codebuzz0001's solution](#)
- 27.**
734A
[Anton and Danik](#) · [Tutorial](#)
Quality: 195,533 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[codebuzz0001's solution](#)
- 28.**
791A
[Bear and Big Brother](#) · [Tutorial](#)
Quality: 257,215 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[codebuzz0001's solution](#)
- 29.**
677A
[Vanya and Fence](#) · [Tutorial](#)
Quality: 180,601 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[codebuzz0001's solution](#)
- 30.**
2197A
[Friendly Numbers](#) · [Tutorial](#)
Quality: 22,858 global accepts · Rating: 800 · first AC: 2026-02-11 · Java 21 (first AC) · Tags: binary search, brute force, expression parsing, math, schedules
[codebuzz0001's solution](#)
- 31.**
2194A
[Lawn Mower](#) · [Tutorial](#)

Quality: 23,835 global accepts · Rating: 800 · first AC: 2026-02-08 · Java 21 (first AC) · Tags: greedy, math
[codebuzz0001's solution](#)

32.

2188A

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

Quality: 25,906 global accepts · Rating: 800 · first AC: 2026-01-29 · Java 21 (first AC) · Tags: constructive algorithms
[codebuzz0001's solution](#)

33.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,117 global accepts · Rating: 800 · first AC: 2026-01-25 · Java 21 (first AC) · Tags: greedy
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34.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,655 global accepts · Rating: 800 · first AC: 2026-01-25 · Java 21 (first AC) · Tags: brute force, math
[codebuzz0001's solution](#)

35.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · Java 21 (first AC) · Tags: greedy, implementation
[codebuzz0001's solution](#)

36.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,086 global accepts · Rating: 800 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: math
[codebuzz0001's solution](#)

37.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,442 global accepts · Rating: 800 · first AC: 2025-12-29 · Java 21 (first AC) · Tags: brute force
[codebuzz0001's solution](#)

38.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2025-12-29 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[codebuzz0001's solution](#)

39.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,949 global accepts · Rating: 800 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: implementation
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40.

2107A

[LRC and VIP](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

41.

2108A

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Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · Java 21 (first AC) · Tags: combinatorics, greedy, math
[codebuzz0001's solution](#)

42.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · Java 21 (first AC) · Tags: math

[codebuzz0001's solution](#)

43.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[codebuzz0001's solution](#)

44.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,106 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[codebuzz0001's solution](#)

45.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[codebuzz0001's solution](#)

46.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,935 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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47.

1999C

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Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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48.

1997A

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Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

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49.

1996B

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50.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[codebuzz0001's solution](#)

51.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[codebuzz0001's solution](#)

52.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[codebuzz0001's solution](#)

53.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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54.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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55.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
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56.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,547 global accepts · Rating: 900 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: data structures, greedy
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57.

96A

[Football](#) · [Tutorial](#)

Quality: 193,648 global accepts · Rating: 900 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: implementation, strings
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58.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,381 global accepts · Rating: 900 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: greedy
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59.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,062 global accepts · Rating: 900 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: strings
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60.

149A

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61.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2026-03-18 · Java 21 (first AC) · Tags: greedy, sortings
[codebuzz0001's solution](#)

62.

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2026-03-18 · Java 21 (first AC) · Tags: brute force, implementation
[codebuzz0001's solution](#)

63.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2026-03-13 · Java 21 (first AC) · Tags: implementation
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64.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation,

sortings

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65.

1988B

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[codebuzz0001's solution](#)

66.

1988A

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[codebuzz0001's solution](#)

67.

1992C

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[codebuzz0001's solution](#)

68.

221A

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

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2026-03-27 · Java 21 (first AC) · Tags: implementation, math

[codebuzz0001's solution](#)

69.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 1000 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: math

[codebuzz0001's solution](#)

70.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: implementation, strings

[codebuzz0001's solution](#)

71.

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2026-03-18 · Java 21 (first AC) · Tags: strings

[codebuzz0001's solution](#)

72.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1000 · first AC: 2026-03-16 · Java 21 (first AC) · Tags: math, number theory

[codebuzz0001's solution](#)

73.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2026-03-15 · Java 21 (first AC) · Tags: implementation

[codebuzz0001's solution](#)

74.

2203B

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1000 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[codebuzz0001's solution](#)

75.

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: constructive algorithms, strings
[codebuzz0001's solution](#)

76.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,418 global accepts · Rating: 1000 · first AC: 2026-02-08 · Java 21 (first AC) · Tags: greedy, implementation, math
[codebuzz0001's solution](#)

77.

2188B

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Quality: 21,012 global accepts · Rating: 1000 · first AC: 2026-01-29 · Java 21 (first AC) · Tags: greedy
[codebuzz0001's solution](#)

78.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,717 global accepts · Rating: 1000 · first AC: 2026-01-25 · Java 21 (first AC) · Tags: data structures, greedy
[codebuzz0001's solution](#)

79.

1A

[Theatre Square](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

80.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · Java 21 (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[codebuzz0001's solution](#)

81.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[codebuzz0001's solution](#)

82.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[codebuzz0001's solution](#)

83.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[codebuzz0001's solution](#)

84.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[codebuzz0001's solution](#)

85.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[codebuzz0001's solution](#)

86.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2026-03-13 · Java 21 (first AC) · Tags: implementation

[codebuzz0001's solution](#)

87.

2197B

[Array and Permutation](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1100 · first AC: 2026-02-11 · Java 21 (first AC) · Tags: implementation, schedules, sortings, two pointers

[codebuzz0001's solution](#)

88.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,574 global accepts · Rating: 1100 · first AC: 2026-01-25 · Java 21 (first AC) · Tags: binary search, sortings, two pointers

[codebuzz0001's solution](#)

89.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,857 global accepts · Rating: 1100 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[codebuzz0001's solution](#)

90.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1100 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: math

[codebuzz0001's solution](#)

91.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · Java 21 (first AC) · Tags: games, greedy, math

[codebuzz0001's solution](#)

92.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · Java 21 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[codebuzz0001's solution](#)

93.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[codebuzz0001's solution](#)

94.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[codebuzz0001's solution](#)

95.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[codebuzz0001's solution](#)

96.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[codebuzz0001's solution](#)

97.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[codebuzz0001's solution](#)

98.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,814 global accepts · Rating: 1200 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: greedy, number theory
[codebuzz0001's solution](#)

99.

2202B

[ABAB Construction](#) · [Tutorial](#)

Quality: 11,145 global accepts · Rating: 1200 · first AC: 2026-02-23 · Java 21 (first AC) · Tags: dp, greedy, implementation
[codebuzz0001's solution](#)

100.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · Java 21 (first AC) · Tags: games, greedy, math
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101.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-23 · Java 21 (first AC) · Tags: constructive algorithms, greedy, math
[codebuzz0001's solution](#)

102.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,519 global accepts · Rating: 1200 · first AC: 2025-12-29 · Java 21 (first AC) · Tags: brute force, combinatorics, dp
[codebuzz0001's solution](#)

103.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,336 global accepts · Rating: 1200 · first AC: 2025-05-17 · Java 21 (first AC) · Tags: bitmasks, greedy, math
[codebuzz0001's solution](#)

104.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
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105.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings
[codebuzz0001's solution](#)

106.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[codebuzz0001's solution](#)

107.

1987C

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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

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108.

1989B

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109.

2202C1

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Rating: 1300 · first AC: 2026-02-23 · Java 21 (first AC) · Tags: data structures, dsu, greedy

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110.

2192C

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Quality: 11,013 global accepts · Rating: 1300 · first AC: 2026-02-21 · Java 21 (first AC) · Tags: binary search, greedy, math

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111.

2194C

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112.

2188C

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113.

2193E

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114.

2189C1

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115.

1999E

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Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

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116.

1988C

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117.

2209C

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118.

2204D

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matchings, graphs

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119.

2104D

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120.

2000E

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[codebuzz0001's solution](#)

121.

1989C

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Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[codebuzz0001's solution](#)

122.

1986D

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Quality: 17,963 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

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123.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1500 · first AC: 2026-02-26 · Java 21 (first AC) · Tags: greedy, sortings

[codebuzz0001's solution](#)

124.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: binary search, bitmasks, greedy, math

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125.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[codebuzz0001's solution](#)

126.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[codebuzz0001's solution](#)

127.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[codebuzz0001's solution](#)

128.

2207C

[Where's My Water?](#) · [Tutorial](#)

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[codebuzz0001's solution](#)

129.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · Java 21 (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory
[codebuzz0001's solution](#)

130.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation
[codebuzz0001's solution](#)

131.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,462 global accepts · Rating: 1600 · first AC: 2026-01-25 · Java 21 (first AC) · Tags: dp, greedy
[codebuzz0001's solution](#)

132.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: combinatorics, dp, math
[codebuzz0001's solution](#)

133.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[codebuzz0001's solution](#)

134.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · Java 21 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[codebuzz0001's solution](#)

135.

2203D

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

Quality: 5,431 global accepts · Rating: 1700 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: brute force, games, greedy, number theory
[codebuzz0001's solution](#)

136.

2202D

[Recollect Numbers](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · Java 21 (first AC) · Tags: constructive algorithms, implementation
[codebuzz0001's solution](#)

137.

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · Java 21 (first AC) · Tags: data structures, dp, dsu, greedy
[codebuzz0001's solution](#)

138.

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · Java 21 (first AC) · Tags: binary search, dp, greedy, strings
[codebuzz0001's solution](#)

139.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory,

sortings

[codebuzz0001's solution](#)

140.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,320 global accepts · Rating: 1800 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[codebuzz0001's solution](#)

141.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,783 global accepts · Rating: 1800 · first AC: 2026-03-16 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math

[codebuzz0001's solution](#)

142.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[codebuzz0001's solution](#)

143.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · Java 21 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[codebuzz0001's solution](#)

144.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[codebuzz0001's solution](#)

145.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[codebuzz0001's solution](#)

146.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · Java 21 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[codebuzz0001's solution](#)

147.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, trees

[codebuzz0001's solution](#)

148.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[codebuzz0001's solution](#)

149.

2202E

[Rigged Bracket Sequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-23 · Java 21 (first AC) · Tags: dp

[codebuzz0001's solution](#)

150.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · Java 21 (first AC) · Tags: dp, graphs, greedy, implementation

[codebuzz0001's solution](#)

151.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[codebuzz0001's solution](#)

152.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: dp, greedy, number theory

[codebuzz0001's solution](#)

153.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · Java 21 (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[codebuzz0001's solution](#)

154.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[codebuzz0001's solution](#)

155.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[codebuzz0001's solution](#)

156.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · Java 21 (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[codebuzz0001's solution](#)

157.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[codebuzz0001's solution](#)

158.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · Java 21 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[codebuzz0001's solution](#)

159.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · Java 21 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[codebuzz0001's solution](#)

160.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · Java 21 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[codebuzz0001's solution](#)

161.

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[codebuzz0001's solution](#)

162.

2142F

[Permutation of Rows and Columns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, data structures, math, matrices

[codebuzz0001's solution](#)

163.

2142E

[Iva & Pav](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, binary search, bitmasks, greedy

[codebuzz0001's solution](#)

164.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math, strings

[codebuzz0001's solution](#)

165.

2142C

[YetnotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, data structures, implementation, strings

[codebuzz0001's solution](#)

166.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[codebuzz0001's solution](#)

167.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[codebuzz0001's solution](#)