

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

<https://cfelitetracker.vercel.app>

Unique solved — cub1ll

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

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

Filters: none

Count: 195

1.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,445 global accepts · Rating: 800 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[cub1ll's solution](#)

2.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[cub1ll's solution](#)

4.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[cub1ll's solution](#)

5.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[cub1ll's solution](#)

6.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,897 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[cub1ll's solution](#)

7.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings
[cub1ll's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[cub1ll's solution](#)

9.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

10.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

11.

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[cub1ll's solution](#)

12.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

13.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[cub1ll's solution](#)

14.

2109A

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

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[cub1ll's solution](#)

15.

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[cub1ll's solution](#)

16.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

17.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[cub1ll's solution](#)

18.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

19.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

20.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

21.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

22.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

23.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cub1ll's solution](#)

24.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[cub1ll's solution](#)

25.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,353 global accepts · Rating: 800 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

26.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,531 global accepts · Rating: 800 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

27.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

28.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

29.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

30.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[cub1ll's solution](#)

31.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[cub1ll's solution](#)

32.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,238 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cub1ll's solution](#)

33.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,743 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

34.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,942 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

35.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

36.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,088 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

37.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,122 global accepts · Rating: 800 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

38.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,269 global accepts · Rating: 800 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[cub1ll's solution](#)

39.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,455 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cub1ll's solution](#)

40.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

41.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: math
[cub1ll's solution](#)

42.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[cub1ll's solution](#)

43.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

44.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation
[cub1ll's solution](#)

45.

1560A

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

Quality: 73,510 global accepts · Rating: 800 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

46.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cub1ll's solution](#)

47.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cub1ll's solution](#)

48.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

49.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cub1ll's solution](#)

50.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,710 global accepts · Rating: 800 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[cub1ll's solution](#)

51.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

52.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,504 global accepts · Rating: 800 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cub1ll's solution](#)

53.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cub1ll's solution](#)

54.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

55.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

56.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

57.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math
[cub1ll's solution](#)

58.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[cub1ll's solution](#)

59.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[cub1ll's solution](#)

60.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[cub1ll's solution](#)

61.

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

62.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

63.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[cub1ll's solution](#)

64.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,235 global accepts · Rating: 800 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

65.

155A

[I love \%username\% · Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cub1ll's solution](#)

66.

510A

[Fox And Snake · Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

67.

1335A

[Candies and Two Sisters · Tutorial](#)

Quality: 104,794 global accepts · Rating: 800 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[cub1ll's solution](#)

68.

141A

[Amusing Joke · Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[cub1ll's solution](#)

69.

785A

[Anton and Polyhedrons · Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cub1ll's solution](#)

70.

1772A

[A+B? · Tutorial](#)

Quality: 60,425 global accepts · Rating: 800 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

71.

996A

[Hit the Lottery · Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[cub1ll's solution](#)

72.

1774A

[Add Plus Minus Sign · Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cub1ll's solution](#)

73.

1767B

[Block Towers · Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[cub1ll's solution](#)

74.

1767A

[Cut the Triangle · Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

75.

1762A

[Divide and Conquer · Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cub1ll's solution](#)

76.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cub1ll's solution](#)

77.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cub1ll's solution](#)

78.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cub1ll's solution](#)

79.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[cub1ll's solution](#)

80.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,006 global accepts · Rating: 800 · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cub1ll's solution](#)

81.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cub1ll's solution](#)

82.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,393 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

83.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cub1ll's solution](#)

84.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

85.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

86.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

87.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,414 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

88.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

89.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

90.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

91.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,926 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

92.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,452 global accepts · Rating: 800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

93.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

94.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cub1ll's solution](#)

95.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

96.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[cub1ll's solution](#)

97.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

98.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

99.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,487 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

100.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,479 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

101.

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

102.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cub1ll's solution](#)

103.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math
[cub1ll's solution](#)

104.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cub1ll's solution](#)

105.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

106.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[cub1ll's solution](#)

107.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

108.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cub1ll's solution](#)

109.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,969 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cub1ll's solution](#)

110.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[cub1ll's solution](#)

111.

112A

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

Quality: 287,234 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cub1ll's solution](#)

112.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

113.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

114.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,687 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cub1ll's solution](#)

115.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[cub1ll's solution](#)

116.

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cub1ll's solution](#)

117.

71A

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

Quality: 503,222 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: strings

[cub1ll's solution](#)

118.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cub1ll's solution](#)

119.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,115 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cub1ll's solution](#)

120.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[cub1ll's solution](#)

121.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[cub1ll's solution](#)

122.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cub1ll's solution](#)

123.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cub1ll's solution](#)

124.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[cub1ll's solution](#)

125.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

126.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cub1ll's solution](#)

127.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

128.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cub1ll's solution](#)

129.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings
[cub1ll's solution](#)

130.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[cub1ll's solution](#)

131.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cub1ll's solution](#)

132.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[cub1ll's solution](#)

133.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,004 global accepts · Rating: 900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cub1ll's solution](#)

134.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,703 global accepts · Rating: 900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cub1ll's solution](#)

135.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cub1ll's solution](#)

136.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cub1ll's solution](#)

137.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[cub1ll's solution](#)

138.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cub1ll's solution](#)

139.

124A

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

Quality: 44,205 global accepts · Rating: 1000 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cub1ll's solution](#)

140.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,608 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[cub1ll's solution](#)

141.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: strings
[cub1ll's solution](#)

142.

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cub1ll's solution](#)

143.

339B

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

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

144.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2022-12-25 · last AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

145.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

146.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cub1ll's solution](#)

147.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[cub1ll's solution](#)

148.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cub1ll's solution](#)

149.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,354 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cub1ll's solution](#)

150.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cub1ll's solution](#)

151.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[cub1ll's solution](#)

152.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[cub1ll's solution](#)

153.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[cub1ll's solution](#)

154.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-07-31 · last AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[cub1ll's solution](#)

155.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cub1ll's solution](#)

156.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,038 global accepts · Rating: 1100 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

157.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,782 global accepts · Rating: 1100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[cub1ll's solution](#)

158.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[cub1ll's solution](#)

159.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[cub1ll's solution](#)

160.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[cub1ll's solution](#)

161.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[cub1ll's solution](#)

162.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[cub1ll's solution](#)

163.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cub1ll's solution](#)

164.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2025-07-27 · last AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[cub1ll's solution](#)

165.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cub1ll's solution](#)

166.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[cub1ll's solution](#)

167.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[cub1ll's solution](#)

168.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[cub1ll's solution](#)

169.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
[cub1ll's solution](#)

170.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cub1ll's solution](#)

171.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory
[cub1ll's solution](#)

172.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,135 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[cub1ll's solution](#)

173.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cub1ll's solution](#)

174.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[cub1ll's solution](#)

175.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cub1ll's solution](#)

176.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[cub1ll's solution](#)

177.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[cub1ll's solution](#)

178.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[cub1ll's solution](#)

179.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cub1ll's solution](#)

180.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[cub1ll's solution](#)

181.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cub1ll's solution](#)

182.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[cub1ll's solution](#)

183.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1800 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cub1ll's solution](#)

184.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[cub1ll's solution](#)

185.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[cub1ll's solution](#)

186.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[cub1ll's solution](#)

187.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[cub1ll's solution](#)

188.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy, math

[cub1ll's solution](#)

189.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[cub1ll's solution](#)

190.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[cub1ll's solution](#)

191.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[cub1ll's solution](#)

192.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[cub1ll's solution](#)

193.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[cub1ll's solution](#)

194.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[cub1ll's solution](#)

195.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[cub1ll's solution](#)