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Unique solved — doddy dodorio

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

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Count: 93

1.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[doddy_dodorio's solution](#)

2.

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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3.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[doddy_dodorio's solution](#)

4.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,433 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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5.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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6.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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7.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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8.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory

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9.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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10.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
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11.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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12.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[doddy_dodorio's solution](#)

13.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[doddy_dodorio's solution](#)

14.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[doddy_dodorio's solution](#)

15.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[doddy_dodorio's solution](#)

16.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[doddy_dodorio's solution](#)

17.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[doddy_dodorio's solution](#)

18.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings
[doddy_dodorio's solution](#)

19.

1008A

[Romaji](#) · [Tutorial](#)

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[doddy_dodorio's solution](#)

20.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[doddy_dodorio's solution](#)

21.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[doddy_dodorio's solution](#)

22.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[doddy_dodorio's solution](#)

23.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[doddy_dodorio's solution](#)

24.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,307 global accepts · Rating: 1000 · first AC: 2018-04-06 · GNU C++ (first AC) · Tags: math
[doddy_dodorio's solution](#)

25.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-09-07 · Java 8 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[doddy_dodorio's solution](#)

26.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[doddy_dodorio's solution](#)

27.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[doddy_dodorio's solution](#)

28.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[doddy_dodorio's solution](#)

29.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[doddy_dodorio's solution](#)

30.

300A

[Array](#) · [Tutorial](#)

Quality: 27,234 global accepts · Rating: 1100 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[doddy_dodorio's solution](#)

31.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[doddy_dodorio's solution](#)

32.

988B

[Substrings Sort](#) · [Tutorial](#)

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[doddy_dodorio's solution](#)

33.

1514B

[AND 0. Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math
[doddy_dodorio's solution](#)

34.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[doddy_dodorio's solution](#)

35.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[doddy_dodorio's solution](#)

36.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[doddy_dodorio's solution](#)

37.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[doddy_dodorio's solution](#)

38.

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[doddy_dodorio's solution](#)

39.

965B

[Battleship](#) · [Tutorial](#)

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[doddy_dodorio's solution](#)

40.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[doddy_dodorio's solution](#)

41.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[doddy_dodorio's solution](#)

42.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[doddy_dodorio's solution](#)

43.

1316B

[String Modification](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[doddy_dodorio's solution](#)

44.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[doddy_dodorio's solution](#)

45.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[doddy_dodorio's solution](#)

46.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[doddy_dodorio's solution](#)

47.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[doddy_dodorio's solution](#)

48.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2025-09-09 · Java 8 (first AC) · Tags: binary search, greedy, ternary search

[doddy_dodorio's solution](#)

49.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-09-07 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[doddy_dodorio's solution](#)

50.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[doddy_dodorio's solution](#)

51.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[doddy_dodorio's solution](#)

52.

1106D

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

Quality: 19,663 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[doddy_dodorio's solution](#)

53.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[doddy_dodorio's solution](#)

54.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[doddy_dodorio's solution](#)

55.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[doddy_dodorio's solution](#)

56.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[doddy_dodorio's solution](#)

57.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[doddy_dodorio's solution](#)

58.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[doddy_dodorio's solution](#)

59.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[doddy_dodorio's solution](#)

60.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[doddy_dodorio's solution](#)

61.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

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- 62.**
1325D
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- 63.**
1312D
[Count the Arrays · Tutorial](#)
Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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- 64.**
1111C
[Creative Snap · Tutorial](#)
Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math
[doddy_dodorio's solution](#)
- 65.**
1061C
[Multiplicity · Tutorial](#)
Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
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- 66.**
1068C
[Colored Rooks · Tutorial](#)
Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[doddy_dodorio's solution](#)
- 67.**
1525D
[Armchairs · Tutorial](#)
Quality: 10,849 global accepts · Rating: 1800 · first AC: 2025-09-09 · Java 8 (first AC) · Tags: dp, flows, graph matchings, greedy
[doddy_dodorio's solution](#)
- 68.**
706D
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Quality: 12,595 global accepts · Rating: 1800 · first AC: 2025-09-07 · Java 8 (first AC) · Tags: binary search, bitmasks, data structures, trees
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- 69.**
1316C
[Primitive Primes · Tutorial](#)
Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search
[doddy_dodorio's solution](#)
- 70.**
1068E
[Multihedgehog · Tutorial](#)
Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[doddy_dodorio's solution](#)
- 71.**
1038D
[Slime · Tutorial](#)
Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[doddy_dodorio's solution](#)

72.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[doddy_dodorio's solution](#)

73.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-09-08 · Java 8 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[doddy_dodorio's solution](#)

74.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[doddy_dodorio's solution](#)

75.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[doddy_dodorio's solution](#)

76.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[doddy_dodorio's solution](#)

77.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[doddy_dodorio's solution](#)

78.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers

[doddy_dodorio's solution](#)

79.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-09-12 · Java 8 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[doddy_dodorio's solution](#)

80.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,819 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[doddy_dodorio's solution](#)

81.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[doddy_dodorio's solution](#)

82.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[doddy_dodorio's solution](#)

83.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · Python 3 (first AC) · Tags: math

[doddy_dodorio's solution](#)

84.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy, math

[doddy_dodorio's solution](#)

85.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[doddy_dodorio's solution](#)

86.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[doddy_dodorio's solution](#)

87.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[doddy_dodorio's solution](#)

88.

774A

[Amusement Park](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2100 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, ternary search

[doddy_dodorio's solution](#)

89.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2025-09-09 · Java 8 (first AC) · Tags: data structures

[doddy_dodorio's solution](#)

90.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · Java 8 (first AC) · Tags: —

[doddy_dodorio's solution](#)

91.

106038E

[Guadalajara](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Java 8 (first AC) · Tags: —

[doddy_dodorio's solution](#)

92.

106038D

[Luxor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · Java 8 (first AC) · Tags: —

[doddy_dodorio's solution](#)

93.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · Java 21 (first AC) · Tags: —

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