

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

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Unique solved — dwyang Separation

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

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

Filters: none

Count: 95

- 1.**
1932A
[Thorns and Coins](#) · [Tutorial](#)
Quality: 33,896 global accepts · Rating: 800 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[dwyang Separation's solution](#)
- 2.**
1474A
[Puzzle From the Future](#) · [Tutorial](#)
Quality: 23,358 global accepts · Rating: 800 · first AC: 2025-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[dwyang Separation's solution](#)
- 3.**
1843A
[Sasha and Array Coloring](#) · [Tutorial](#)
Quality: 37,311 global accepts · Rating: 800 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[dwyang Separation's solution](#)
- 4.**
1497A
[Meximization](#) · [Tutorial](#)
Quality: 26,091 global accepts · Rating: 800 · first AC: 2025-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings
[dwyang Separation's solution](#)
- 5.**
1353B
[Two Arrays And Swaps](#) · [Tutorial](#)
Quality: 58,124 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[dwyang Separation's solution](#)
- 6.**
1551A
[Polycarp and Coins](#) · [Tutorial](#)
Quality: 58,354 global accepts · Rating: 800 · first AC: 2025-05-01 · last AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dwyang Separation's solution](#)
- 7.**
1788A
[One and Two](#) · [Tutorial](#)
Quality: 52,994 global accepts · Rating: 800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[dwyang Separation's solution](#)
- 8.**
1360A
[Minimal Square](#) · [Tutorial](#)
Quality: 57,091 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dwyang Separation's solution](#)
- 9.**
1180A
[Alex and a Rhombus](#) · [Tutorial](#)
Quality: 27,427 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[dwyang Separation's solution](#)

10.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[dwyang_Separation's solution](#)

11.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dwyang_Separation's solution](#)

12.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[dwyang_Separation's solution](#)

13.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[dwyang_Separation's solution](#)

14.

1409A

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

Quality: 80,424 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dwyang_Separation's solution](#)

15.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[dwyang_Separation's solution](#)

16.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math
[dwyang_Separation's solution](#)

17.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dwyang_Separation's solution](#)

18.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[dwyang_Separation's solution](#)

19.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dwyang_Separation's solution](#)

20.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dwyang_Separation's solution](#)

21.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dwyang_Separation's solution](#)

22.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,632 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[dwyang_Separation's solution](#)

23.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,848 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[dwyang_Separation's solution](#)

24.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dwyang_Separation's solution](#)

25.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[dwyang_Separation's solution](#)

26.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dwyang_Separation's solution](#)

27.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 78,934 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[dwyang_Separation's solution](#)

28.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[dwyang_Separation's solution](#)

29.

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
[dwyang_Separation's solution](#)

30.

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
[dwyang_Separation's solution](#)

31.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[dwyang_Separation's solution](#)

32.

1878C

[Vasilije in Cacak](#) · Tutorial

Quality: 57,648 global accepts · Rating: 900 · first AC: 2025-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[dwyang_Separation's solution](#)

33.

1709B

[Also Try Minecraft](#) · Tutorial

Quality: 25,843 global accepts · Rating: 900 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[dwyang_Separation's solution](#)

34.

1537B

[Bad Boy](#) · Tutorial

Quality: 42,303 global accepts · Rating: 900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[dwyang_Separation's solution](#)

35.

1555A

[PizzaForces](#) · Tutorial

Quality: 30,345 global accepts · Rating: 900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[dwyang_Separation's solution](#)

36.

1990A

[Submission Bait](#) · Tutorial

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[dwyang_Separation's solution](#)

37.

1992C

[Gorilla and Permutation](#) · Tutorial

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[dwyang_Separation's solution](#)

38.

1020B

[Badge](#) · Tutorial

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs

[dwyang_Separation's solution](#)

39.

1520C

[Not Adjacent Matrix](#) · Tutorial

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2025-07-08 · last AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[dwyang_Separation's solution](#)

40.

13A

[Numbers](#) · Tutorial

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2025-05-02 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[dwyang_Separation's solution](#)

41.

1791D

[Distinct Split](#) · Tutorial

Quality: 49,268 global accepts · Rating: 1000 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[dwyang_Separation's solution](#)

42.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[dwyang_Separation's solution](#)

43.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[dwyang_Separation's solution](#)

44.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[dwyang_Separation's solution](#)

45.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[dwyang_Separation's solution](#)

46.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[dwyang_Separation's solution](#)

47.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[dwyang_Separation's solution](#)

48.

1073A

[Diverse Substring](#) · [Tutorial](#)

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2025-05-02 · last AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[dwyang_Separation's solution](#)

49.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[dwyang_Separation's solution](#)

50.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[dwyang_Separation's solution](#)

51.

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

[dwyang_Separation's solution](#)

52.

1899C

[Yarik and Array](#) · Tutorial

Quality: 34,865 global accepts · Rating: 1100 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers
[dwyang_Separation's solution](#)

53.

765B

[Code obfuscation](#) · Tutorial

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2025-05-02 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[dwyang_Separation's solution](#)

54.

1904B

[Collecting Game](#) · Tutorial

Quality: 27,917 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[dwyang_Separation's solution](#)

55.

950B

[Intercepted Message](#) · Tutorial

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[dwyang_Separation's solution](#)

56.

1780B

[GCD Partition](#) · Tutorial

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[dwyang_Separation's solution](#)

57.

2096B

[Wonderful Gloves](#) · Tutorial

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[dwyang_Separation's solution](#)

58.

1999D

[Slavic's Exam](#) · Tutorial

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[dwyang_Separation's solution](#)

59.

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[dwyang_Separation's solution](#)

60.

129B

[Students and Shoelaces](#) · Tutorial

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[dwyang_Separation's solution](#)

61.

4B

[Before an Exam](#) · Tutorial

Quality: 29,472 global accepts · Rating: 1200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dwyang_Separation's solution](#)

- 62.**
1679B
[Stone Age Problem](#) · [Tutorial](#)
Quality: 27,431 global accepts · Rating: 1200 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[dwyang_Separation's solution](#)
- 63.**
2056C
[Palindromic Subsequences](#) · [Tutorial](#)
Quality: 19,435 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[dwyang_Separation's solution](#)
- 64.**
1990B
[Array Craft](#) · [Tutorial](#)
Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[dwyang_Separation's solution](#)
- 65.**
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
[dwyang_Separation's solution](#)
- 66.**
1983B
[Corner Twist](#) · [Tutorial](#)
Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[dwyang_Separation's solution](#)
- 67.**
2056B
[Find the Permutation](#) · [Tutorial](#)
Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[dwyang_Separation's solution](#)
- 68.**
1999E
[Triple Operations](#) · [Tutorial](#)
Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[dwyang_Separation's solution](#)
- 69.**
1276A
[As Simple as One and Two](#) · [Tutorial](#)
Quality: 12,950 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[dwyang_Separation's solution](#)
- 70.**
180C
[Letter](#) · [Tutorial](#)
Quality: 8,561 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[dwyang_Separation's solution](#)
- 71.**
1215B
[The Number of Products](#) · [Tutorial](#)
Quality: 18,350 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation
[dwyang_Separation's solution](#)
- 72.**
2097A
[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[dwyang_Separation's solution](#)

73.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[dwyang_Separation's solution](#)

74.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[dwyang_Separation's solution](#)

75.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[dwyang_Separation's solution](#)

76.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[dwyang_Separation's solution](#)

77.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[dwyang_Separation's solution](#)

78.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[dwyang_Separation's solution](#)

79.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2025-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[dwyang_Separation's solution](#)

80.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[dwyang_Separation's solution](#)

81.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[dwyang_Separation's solution](#)

82.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[dwyang_Separation's solution](#)

83.

1995B2

[Bouquet \(Hard Version\) · Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[dwyang_Separation's solution](#)

84.

1992E

[Novice's Mistake · Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[dwyang_Separation's solution](#)

85.

1983D

[Swap Dilemma · Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[dwyang_Separation's solution](#)

86.

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[dwyang_Separation's solution](#)

87.

1992F

[Valuable Cards · Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[dwyang_Separation's solution](#)

88.

2096D

[Wonderful Lightbulbs · Tutorial](#)

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[dwyang_Separation's solution](#)

89.

1992G

[Ultra-Meow · Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[dwyang_Separation's solution](#)

90.

2056D

[Unique Median · Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[dwyang_Separation's solution](#)

91.

2097B

[Baggage Claim · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[dwyang_Separation's solution](#)

92.

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[dwyang_Separation's solution](#)

93.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[dwyang_Separation's solution](#)

94.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[dwyang_Separation's solution](#)

95.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[dwyang_Separation's solution](#)