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Unique solved — foolish

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

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

Filters: none

Count: 156

1.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,593 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)

[foolish's solution](#)

2.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: [games](#)

[foolish's solution](#)

3.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#)

[foolish's solution](#)

4.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: [dp](#), [greedy](#)

[foolish's solution](#)

5.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: [brute force](#), [geometry](#), [math](#)

[foolish's solution](#)

6.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#)

[foolish's solution](#)

7.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[foolish's solution](#)

8.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)

[foolish's solution](#)

9.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,553 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: [implementation](#)

[foolish's solution](#)

10.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,838 global accepts · Rating: 900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation
[foolish's solution](#)

11.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++ (first AC) · Tags: implementation, strings
[foolish's solution](#)

12.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: implementation
[foolish's solution](#)

13.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[foolish's solution](#)

14.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy
[foolish's solution](#)

15.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[foolish's solution](#)

16.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: binary search, brute force, math
[foolish's solution](#)

17.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[foolish's solution](#)

18.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: implementation, strings
[foolish's solution](#)

19.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: brute force
[foolish's solution](#)

20.

483C

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

Rating: 1200 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[foolish's solution](#)

21.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[foolish's solution](#)

22.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[foolish's solution](#)

23.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[foolish's solution](#)

24.

492B

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

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings
[foolish's solution](#)

25.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: brute force, implementation
[foolish's solution](#)

26.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[foolish's solution](#)

27.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[foolish's solution](#)

28.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[foolish's solution](#)

29.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: implementation, number theory, strings
[foolish's solution](#)

30.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · GNU C++ (first AC) · Tags: greedy, math, strings
[foolish's solution](#)

31.

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,448 global accepts · Rating: 1300 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: implementation

[foolish's solution](#)

32.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,566 global accepts · Rating: 1300 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: data structures, implementation

[foolish's solution](#)

33.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2012-06-10 · GNU C++ (first AC) · Tags: data structures, implementation, math

[foolish's solution](#)

34.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[foolish's solution](#)

35.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[foolish's solution](#)

36.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: implementation

[foolish's solution](#)

37.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: implementation

[foolish's solution](#)

38.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: greedy, sortings

[foolish's solution](#)

39.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[foolish's solution](#)

40.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[foolish's solution](#)

41.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[foolish's solution](#)

42.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[foolish's solution](#)

43.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: dfs and similar

[foolish's solution](#)

44.

229A

[Shifts](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 1500 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: brute force, two pointers

[foolish's solution](#)

45.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: bitmasks, brute force, graphs

[foolish's solution](#)

46.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: greedy, sortings

[foolish's solution](#)

47.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,553 global accepts · Rating: 1500 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp

[foolish's solution](#)

48.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[foolish's solution](#)

49.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[foolish's solution](#)

50.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2015-04-08 · GNU C++ (first AC) · Tags: brute force, dp, greedy

[foolish's solution](#)

51.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[foolish's solution](#)

52.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[foolish's solution](#)

53.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,504 global accepts · Rating: 1600 · first AC: 2014-12-04 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[foolish's solution](#)

54.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory

[foolish's solution](#)

55.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[foolish's solution](#)

56.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[foolish's solution](#)

57.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[foolish's solution](#)

58.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[foolish's solution](#)

59.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[foolish's solution](#)

60.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[foolish's solution](#)

61.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[foolish's solution](#)

62.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,487 global accepts · Rating: 1700 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[foolish's solution](#)

63.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: implementation

[foolish's solution](#)

64.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: dp, matrices

[foolish's solution](#)

65.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[foolish's solution](#)

66.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[foolish's solution](#)

67.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[foolish's solution](#)

68.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[foolish's solution](#)

69.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[foolish's solution](#)

70.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[foolish's solution](#)

71.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[foolish's solution](#)

72.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[foolish's solution](#)

73.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[foolish's solution](#)

74.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: dp

[foolish's solution](#)

75.

141C

[Queue](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 1800 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[foolish's solution](#)

76.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[foolish's solution](#)

77.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[foolish's solution](#)

78.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[foolish's solution](#)

79.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[foolish's solution](#)

80.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: greedy, implementation

[foolish's solution](#)

81.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2015-04-08 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[foolish's solution](#)

82.

138B

[Digits Permutations](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: greedy

[foolish's solution](#)

83.

112D

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

Rating: 1900 · first AC: 2015-04-06 · GNU C++ (first AC) · Tags: implementation, number theory

[foolish's solution](#)

84.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2015-04-03 · GNU C++ (first AC) · Tags: dp

[foolish's solution](#)

85.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[foolish's solution](#)

86.

195D

[Analyzing Polyline](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 1900 · first AC: 2012-06-10 · last AC: 2012-10-11 · GNU C++ (first AC) · Tags: geometry, math, sortings

[foolish's solution](#)

87.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: dp, matrices

[foolish's solution](#)

88.

222D

[Olympiad](#) · [Tutorial](#)

Quality: 2,341 global accepts · Rating: 1900 · first AC: 2012-09-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[foolish's solution](#)

89.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[foolish's solution](#)

90.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[foolish's solution](#)

91.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[foolish's solution](#)

92.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[foolish's solution](#)

93.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[foolish's solution](#)

94.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: data structures, implementation, strings
[foolish's solution](#)

95.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2012-06-10 · last AC: 2012-10-11 · GNU C++ (first AC) · Tags: data structures, dsu, graphs
[foolish's solution](#)

96.

632D

[Longest Subsequence](#) · [Tutorial](#)

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[foolish's solution](#)

97.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[foolish's solution](#)

98.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[foolish's solution](#)

99.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[foolish's solution](#)

100.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[foolish's solution](#)

101.

549H

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

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: binary search, math
[foolish's solution](#)

102.

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths
[foolish's solution](#)

103.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2015-04-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings
[foolish's solution](#)

104.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory

[foolish's solution](#)

105.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[foolish's solution](#)

106.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[foolish's solution](#)

107.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · last AC: 2020-10-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[foolish's solution](#)

108.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[foolish's solution](#)

109.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[foolish's solution](#)

110.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[foolish's solution](#)

111.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[foolish's solution](#)

112.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[foolish's solution](#)

113.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-12-08 · last AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[foolish's solution](#)

114.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[foolish's solution](#)

115.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation

[foolish's solution](#)

116.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[foolish's solution](#)

117.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[foolish's solution](#)

118.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[foolish's solution](#)

119.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[foolish's solution](#)

120.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[foolish's solution](#)

121.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[foolish's solution](#)

122.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[foolish's solution](#)

123.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[foolish's solution](#)

124.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-17 · last AC: 2019-09-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[foolish's solution](#)

125.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[foolish's solution](#)

126.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings
[foolish's solution](#)

127.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[foolish's solution](#)

128.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities
[foolish's solution](#)

129.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[foolish's solution](#)

130.

833C

[Ever-Hungry Krakozjabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math
[foolish's solution](#)

131.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[foolish's solution](#)

132.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[foolish's solution](#)

133.

261E

[Maxim and Calculator](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2800 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, two pointers
[foolish's solution](#)

134.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp
[foolish's solution](#)

135.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-11-10 · last AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[foolish's solution](#)

136.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[foolish's solution](#)

137.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[foolish's solution](#)

138.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[foolish's solution](#)

139.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[foolish's solution](#)

140.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[foolish's solution](#)

141.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[foolish's solution](#)

142.

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[foolish's solution](#)

143.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[foolish's solution](#)

144.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[foolish's solution](#)

145.

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[foolish's solution](#)

146.

105139F

[Enchanted](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[foolish's solution](#)

147.

105139I

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[foolish's solution](#)

148.

105139D

[MACARON Likes Happy Endings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[foolish's solution](#)

149.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[foolish's solution](#)

150.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[foolish's solution](#)

151.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[foolish's solution](#)

152.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[foolish's solution](#)

153.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[foolish's solution](#)

154.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[foolish's solution](#)

155.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[foolish's solution](#)

156.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[foolish's solution](#)