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Unique solved — harsha Vardhan 9

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

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Count: 192

1.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

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2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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3.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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4.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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5.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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6.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

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7.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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8.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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9.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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10.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[harsha Vardhan 9's solution](#)

11.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,104 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[harsha Vardhan 9's solution](#)

12.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[harsha Vardhan 9's solution](#)

13.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[harsha Vardhan 9's solution](#)

14.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[harsha Vardhan 9's solution](#)

15.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[harsha Vardhan 9's solution](#)

16.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[harsha Vardhan 9's solution](#)

17.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[harsha Vardhan 9's solution](#)

18.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[harsha Vardhan 9's solution](#)

19.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[harsha Vardhan 9's solution](#)

20.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[harsha Vardhan_9's solution](#)

21.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[harsha Vardhan_9's solution](#)

22.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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23.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[harsha Vardhan_9's solution](#)

24.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[harsha Vardhan_9's solution](#)

25.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[harsha Vardhan_9's solution](#)

26.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

27.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

28.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,653 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[harsha Vardhan_9's solution](#)

29.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,440 global accepts · Rating: 800 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

30.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[harsha Vardhan_9's solution](#)

31.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,311 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[harsha_Vardhan_9's solution](#)

32.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[harsha_Vardhan_9's solution](#)

33.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[harsha_Vardhan_9's solution](#)

34.

266B

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

Quality: 166,113 global accepts · Rating: 800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[harsha_Vardhan_9's solution](#)

35.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[harsha_Vardhan_9's solution](#)

36.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

37.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,691 global accepts · Rating: 800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

38.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

39.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

40.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

41.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

42.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[harsha Vardhan_9's solution](#)

43.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,513 global accepts · Rating: 800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[harsha Vardhan_9's solution](#)

44.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

45.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,032 global accepts · Rating: 800 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[harsha Vardhan_9's solution](#)

46.

268A

[Games](#) · [Tutorial](#)

Quality: 104,230 global accepts · Rating: 800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[harsha Vardhan_9's solution](#)

47.

144A

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

Quality: 121,438 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

48.

112A

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

Quality: 287,316 global accepts · Rating: 800 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[harsha Vardhan_9's solution](#)

49.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,388 global accepts · Rating: 800 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

50.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,084 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

51.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,040 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[harsha Vardhan_9's solution](#)

52.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[harsha Vardhan_9's solution](#)

53.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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54.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[harsha_Vardhan_9's solution](#)

55.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[harsha_Vardhan_9's solution](#)

56.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[harsha_Vardhan_9's solution](#)

57.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[harsha_Vardhan_9's solution](#)

58.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

59.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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60.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[harsha_Vardhan_9's solution](#)

61.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[harsha_Vardhan_9's solution](#)

62.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

63.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[harsha_Vardhan_9's solution](#)

64.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[harsha_Vardhan_9's solution](#)

65.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[harsha_Vardhan_9's solution](#)

66.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[harsha_Vardhan_9's solution](#)

67.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[harsha_Vardhan_9's solution](#)

68.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[harsha_Vardhan_9's solution](#)

69.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[harsha_Vardhan_9's solution](#)

70.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,303 global accepts · Rating: 1000 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[harsha_Vardhan_9's solution](#)

71.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[harsha_Vardhan_9's solution](#)

72.

339B

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

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha_Vardhan_9's solution](#)

73.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[harsha_Vardhan_9's solution](#)

74.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[harsha_Vardhan_9's solution](#)

75.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[harsha Vardhan_9's solution](#)

76.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[harsha Vardhan_9's solution](#)

77.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[harsha Vardhan_9's solution](#)

78.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[harsha Vardhan_9's solution](#)

79.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,510 global accepts · Rating: 1000 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[harsha Vardhan_9's solution](#)

80.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[harsha Vardhan_9's solution](#)

81.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,410 global accepts · Rating: 1000 · first AC: 2022-02-02 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[harsha Vardhan_9's solution](#)

82.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[harsha Vardhan_9's solution](#)

83.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[harsha Vardhan_9's solution](#)

84.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[harsha Vardhan_9's solution](#)

85.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[harsha Vardhan_9's solution](#)

86.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[harsha Vardhan_9's solution](#)

87.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[harsha Vardhan_9's solution](#)

88.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[harsha Vardhan_9's solution](#)

89.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings
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90.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
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91.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[harsha Vardhan_9's solution](#)

92.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
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93.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
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94.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[harsha Vardhan_9's solution](#)

95.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[harsha Vardhan_9's solution](#)

96.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[harsha Vardhan 9's solution](#)

97.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[harsha Vardhan 9's solution](#)

98.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[harsha Vardhan 9's solution](#)

99.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[harsha Vardhan 9's solution](#)

100.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,861 global accepts · Rating: 1100 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[harsha Vardhan 9's solution](#)

101.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[harsha Vardhan 9's solution](#)

102.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[harsha Vardhan 9's solution](#)

103.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[harsha Vardhan 9's solution](#)

104.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[harsha Vardhan 9's solution](#)

105.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings
[harsha Vardhan 9's solution](#)

106.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[harsha Vardhan_9's solution](#)

107.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[harsha Vardhan_9's solution](#)

108.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[harsha Vardhan_9's solution](#)

109.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[harsha Vardhan_9's solution](#)

110.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[harsha Vardhan_9's solution](#)

111.

492B

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

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[harsha Vardhan_9's solution](#)

112.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[harsha Vardhan_9's solution](#)

113.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[harsha Vardhan_9's solution](#)

114.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[harsha Vardhan_9's solution](#)

115.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[harsha Vardhan_9's solution](#)

116.

2152B

[Catching the Krug](#) · Tutorial

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[harsha Vardhan_9's solution](#)

117.

2143C

[Max Tree](#) · Tutorial

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[harsha Vardhan_9's solution](#)

118.

2129A

[Double Perspective](#) · Tutorial

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[harsha Vardhan_9's solution](#)

119.

2124C

[Subset Multiplication](#) · Tutorial

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[harsha Vardhan_9's solution](#)

120.

2118C

[Make It Beautiful](#) · Tutorial

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[harsha Vardhan_9's solution](#)

121.

1794C

[Scoring Subsequences](#) · Tutorial

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[harsha Vardhan_9's solution](#)

122.

1736C1

[Good Subarrays \(Easy Version\)](#) · Tutorial

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[harsha Vardhan_9's solution](#)

123.

862B

[Mahmoud and Ehab and the bipartiteness](#) · Tutorial

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[harsha Vardhan_9's solution](#)

124.

893C

[Rumor](#) · Tutorial

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[harsha Vardhan_9's solution](#)

125.

1553B

[Reverse String](#) · Tutorial

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[harsha Vardhan_9's solution](#)

126.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[harsha_Vardhan_9's solution](#)

127.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[harsha_Vardhan_9's solution](#)

128.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[harsha_Vardhan_9's solution](#)

129.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[harsha_Vardhan_9's solution](#)

130.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[harsha_Vardhan_9's solution](#)

131.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[harsha_Vardhan_9's solution](#)

132.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[harsha_Vardhan_9's solution](#)

133.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[harsha_Vardhan_9's solution](#)

134.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[harsha_Vardhan_9's solution](#)

135.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[harsha_Vardhan_9's solution](#)

136.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[harsha Vardhan_9's solution](#)

137.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[harsha Vardhan_9's solution](#)

138.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[harsha Vardhan_9's solution](#)

139.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[harsha Vardhan_9's solution](#)

140.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-10 · last AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[harsha Vardhan_9's solution](#)

141.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[harsha Vardhan_9's solution](#)

142.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[harsha Vardhan_9's solution](#)

143.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[harsha Vardhan_9's solution](#)

144.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings
[harsha Vardhan_9's solution](#)

145.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[harsha Vardhan_9's solution](#)

146.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, strings

[harsha Vardhan_9's solution](#)

147.

493B

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

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[harsha Vardhan_9's solution](#)

148.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[harsha Vardhan_9's solution](#)

149.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[harsha Vardhan_9's solution](#)

150.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[harsha Vardhan_9's solution](#)

151.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[harsha Vardhan_9's solution](#)

152.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[harsha Vardhan_9's solution](#)

153.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[harsha Vardhan_9's solution](#)

154.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[harsha Vardhan_9's solution](#)

155.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[harsha Vardhan_9's solution](#)

156.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[harsha_Vardhan_9's solution](#)

157.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[harsha_Vardhan_9's solution](#)

158.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[harsha_Vardhan_9's solution](#)

159.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[harsha_Vardhan_9's solution](#)

160.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[harsha_Vardhan_9's solution](#)

161.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[harsha_Vardhan_9's solution](#)

162.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[harsha_Vardhan_9's solution](#)

163.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[harsha_Vardhan_9's solution](#)

164.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[harsha_Vardhan_9's solution](#)

165.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[harsha_Vardhan_9's solution](#)

166.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[harsha Vardhan 9's solution](#)

167.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[harsha Vardhan 9's solution](#)

168.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[harsha Vardhan 9's solution](#)

169.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[harsha Vardhan 9's solution](#)

170.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[harsha Vardhan 9's solution](#)

171.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[harsha Vardhan 9's solution](#)

172.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[harsha Vardhan 9's solution](#)

173.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[harsha Vardhan 9's solution](#)

174.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[harsha Vardhan 9's solution](#)

175.

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[harsha Vardhan 9's solution](#)

176.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[harsha Vardhan 9's solution](#)

177.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers
[harsha Vardhan 9's solution](#)

178.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers
[harsha Vardhan 9's solution](#)

179.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[harsha Vardhan 9's solution](#)

180.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math
[harsha Vardhan 9's solution](#)

181.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
[harsha Vardhan 9's solution](#)

182.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings
[harsha Vardhan 9's solution](#)

183.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[harsha Vardhan 9's solution](#)

184.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[harsha Vardhan 9's solution](#)

185.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

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192.

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