

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

<https://cfelitetracker.vercel.app>

# Unique solved — hesihesiwujiuwu

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

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

Filters: none

Count: 161

1.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [sortings](#), [strings](#)

[hesihesiwujiuwu's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

[hesihesiwujiuwu's solution](#)

3.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-06-29 · last AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [strings](#)

[hesihesiwujiuwu's solution](#)

4.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

[hesihesiwujiuwu's solution](#)

5.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#)

[hesihesiwujiuwu's solution](#)

6.

2109A

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

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[hesihesiwujiuwu's solution](#)

7.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

[hesihesiwujiuwu's solution](#)

8.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [number theory](#)

[hesihesiwujiuwu's solution](#)

9.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#), [number theory](#)

[hesihesiwujiuwu's solution](#)

**10.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math  
[hesihesiwujiuwu's solution](#)

**11.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, math  
[hesihesiwujiuwu's solution](#)

**12.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math  
[hesihesiwujiuwu's solution](#)

**13.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[hesihesiwujiuwu's solution](#)

**14.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[hesihesiwujiuwu's solution](#)

**15.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[hesihesiwujiuwu's solution](#)

**16.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: implementation  
[hesihesiwujiuwu's solution](#)

**17.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[hesihesiwujiuwu's solution](#)

**18.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings  
[hesihesiwujiuwu's solution](#)

**19.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings  
[hesihesiwujiuwu's solution](#)

**20.**

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: brute force, implementation  
[hesihesiwujiuwu's solution](#)

**21.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[hesihesiwujiuwu's solution](#)

**22.**

864B

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

Quality: 9,984 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[hesihesiwujiuwu's solution](#)

**23.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: implementation, sortings  
[hesihesiwujiuwu's solution](#)

**24.**

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[hesihesiwujiuwu's solution](#)

**25.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[hesihesiwujiuwu's solution](#)

**26.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[hesihesiwujiuwu's solution](#)

**27.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[hesihesiwujiuwu's solution](#)

**28.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math  
[hesihesiwujiuwu's solution](#)

**29.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[hesihesiwujiuwu's solution](#)

**30.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: implementation  
[hesihesiwujiuwu's solution](#)

**31.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation

[hesihesiwujiuwu's solution](#)

**32.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory

[hesihesiwujiuwu's solution](#)

**33.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[hesihesiwujiuwu's solution](#)

**34.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[hesihesiwujiuwu's solution](#)

**35.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[hesihesiwujiuwu's solution](#)

**36.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: implementation

[hesihesiwujiuwu's solution](#)

**37.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: brute force, math

[hesihesiwujiuwu's solution](#)

**38.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[hesihesiwujiuwu's solution](#)

**39.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[hesihesiwujiuwu's solution](#)

**40.**

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[hesihesiwujiuwu's solution](#)

**41.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[hesihesiwujiuwu's solution](#)

**42.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-26 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math, number theory,

sortings

[hesihesiwujiuwu's solution](#)

**43.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[hesihesiwujiuwu's solution](#)

**44.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[hesihesiwujiuwu's solution](#)

**45.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[hesihesiwujiuwu's solution](#)

**46.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[hesihesiwujiuwu's solution](#)

**47.**

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation

[hesihesiwujiuwu's solution](#)

**48.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[hesihesiwujiuwu's solution](#)

**49.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-11-16 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[hesihesiwujiuwu's solution](#)

**50.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[hesihesiwujiuwu's solution](#)

**51.**

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[hesihesiwujiuwu's solution](#)

**52.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[hesihesiwujiuwu's solution](#)

**53.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Quality: 1500 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings  
[hesihesiwujiuwu's solution](#)

**54.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: greedy  
[hesihesiwujiuwu's solution](#)

**55.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers  
[hesihesiwujiuwu's solution](#)

**56.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, trees  
[hesihesiwujiuwu's solution](#)

**57.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[hesihesiwujiuwu's solution](#)

**58.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[hesihesiwujiuwu's solution](#)

**59.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[hesihesiwujiuwu's solution](#)

**60.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[hesihesiwujiuwu's solution](#)

**61.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: greedy  
[hesihesiwujiuwu's solution](#)

**62.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[hesihesiwujiuwu's solution](#)

**63.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[hesihesiwujiuwu's solution](#)

64.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[hesihesiwujiuwu's solution](#)

65.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[hesihesiwujiuwu's solution](#)

66.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[hesihesiwujiuwu's solution](#)

67.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[hesihesiwujiuwu's solution](#)

68.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[hesihesiwujiuwu's solution](#)

69.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2018-01-18 · GNU C++11 (first AC) · Tags: dfs and similar, math

[hesihesiwujiuwu's solution](#)

70.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: bitmasks, implementation, strings

[hesihesiwujiuwu's solution](#)

71.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[hesihesiwujiuwu's solution](#)

72.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: dp, two pointers

[hesihesiwujiuwu's solution](#)

73.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[hesihesiwujiuwu's solution](#)

74.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[hesihesiwujiuwu's solution](#)

**75.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[hesihesiwujiuwu's solution](#)

**76.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[hesihesiwujiuwu's solution](#)

**77.**

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[hesihesiwujiuwu's solution](#)

**78.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[hesihesiwujiuwu's solution](#)

**79.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[hesihesiwujiuwu's solution](#)

**80.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[hesihesiwujiuwu's solution](#)

**81.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[hesihesiwujiuwu's solution](#)

**82.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: binary search, greedy, strings

[hesihesiwujiuwu's solution](#)

**83.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[hesihesiwujiuwu's solution](#)

**84.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[hesihesiwujiuwu's solution](#)

**85.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[hesihesiwujiuwu's solution](#)

**86.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[hesihesiwujiuwu's solution](#)

**87.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: dp  
[hesihesiwujiuwu's solution](#)

**88.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp  
[hesihesiwujiuwu's solution](#)

**89.**

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: brute force, math  
[hesihesiwujiuwu's solution](#)

**90.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[hesihesiwujiuwu's solution](#)

**91.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[hesihesiwujiuwu's solution](#)

**92.**

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings  
[hesihesiwujiuwu's solution](#)

**93.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths  
[hesihesiwujiuwu's solution](#)

**94.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation, interactive, math  
[hesihesiwujiuwu's solution](#)

**95.**

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[hesihesiwujiuwu's solution](#)

**96.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2017-08-27 · GNU C++11 (first AC) · Tags: \*special, implementation

[hesihesiwujiuwu's solution](#)

**97.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[hesihesiwujiuwu's solution](#)

**98.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-06-15 · GNU C++11 (first AC) · Tags: math

[hesihesiwujiuwu's solution](#)

**99.**

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[hesihesiwujiuwu's solution](#)

**100.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2017-12-26 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[hesihesiwujiuwu's solution](#)

**101.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[hesihesiwujiuwu's solution](#)

**102.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: dp, sortings

[hesihesiwujiuwu's solution](#)

**103.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[hesihesiwujiuwu's solution](#)

**104.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[hesihesiwujiuwu's solution](#)

**105.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[hesihesiwujiuwu's solution](#)

**106.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[hesihesiwujuwu's solution](#)

**107.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[hesihesiwujuwu's solution](#)

**108.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: data structures

[hesihesiwujuwu's solution](#)

**109.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[hesihesiwujuwu's solution](#)

**110.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-06-24 · GNU C++11 (first AC) · Tags: data structures, dfs and similar

[hesihesiwujuwu's solution](#)

**111.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[hesihesiwujuwu's solution](#)

**112.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dp

[hesihesiwujuwu's solution](#)

**113.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[hesihesiwujuwu's solution](#)

**114.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-09-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[hesihesiwujuwu's solution](#)

**115.**

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[hesihesiwujuwu's solution](#)

**116.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: data structures, probabilities  
[hesihesiwujiuwu's solution](#)

**117.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures  
[hesihesiwujiuwu's solution](#)

**118.**

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-31 · last AC: 2018-05-31 · GNU C++11 (first AC) · Tags: hashing, strings  
[hesihesiwujiuwu's solution](#)

**119.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs  
[hesihesiwujiuwu's solution](#)

**120.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2016-10-15 · GNU C++11 (first AC) · Tags: dp, trees  
[hesihesiwujiuwu's solution](#)

**121.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[hesihesiwujiuwu's solution](#)

**122.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, matrices  
[hesihesiwujiuwu's solution](#)

**123.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees  
[hesihesiwujiuwu's solution](#)

**124.**

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices  
[hesihesiwujiuwu's solution](#)

**125.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-04 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**126.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: data structures

[hesihesiwujiuwu's solution](#)

**127.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[hesihesiwujiuwu's solution](#)

**128.**

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2018-03-11 · last AC: 2018-03-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[hesihesiwujiuwu's solution](#)

**129.**

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 2600 · first AC: 2017-10-17 · GNU C++11 (first AC) · Tags: number theory

[hesihesiwujiuwu's solution](#)

**130.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[hesihesiwujiuwu's solution](#)

**131.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: bitmasks, math

[hesihesiwujiuwu's solution](#)

**132.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[hesihesiwujiuwu's solution](#)

**133.**

54E

[Vacuum Bots](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 2700 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: geometry

[hesihesiwujiuwu's solution](#)

**134.**

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[hesihesiwujiuwu's solution](#)

**135.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2017-12-24 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[hesihesiwujiuwu's solution](#)

**136.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-10-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[hesihesiwujiuwu's solution](#)

**137.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures, trees  
[hesihesiwujiuwu's solution](#)

**138.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, geometry

[hesihesiwujiuwu's solution](#)

**139.**

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: data structures

[hesihesiwujiuwu's solution](#)

**140.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2018-02-21 · GNU C++11 (first AC) · Tags: brute force, math, matrices

[hesihesiwujiuwu's solution](#)

**141.**

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[hesihesiwujiuwu's solution](#)

**142.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[hesihesiwujiuwu's solution](#)

**143.**

2225B

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

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[hesihesiwujiuwu's solution](#)

**144.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,729 global accepts · Rating: — · first AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hesihesiwujiuwu's solution](#)

**145.**

101385F

[Recognize Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)

**146.**

101385I

[Lies, Damned Lies, and Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)

**147.**

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · GNU C++11 (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)

**148.**

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**149.**

101385D

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

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**150.**

101385E

[Alternate Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**151.**

100551C

[Bridges in a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**152.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**153.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**154.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**155.**

100337H

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · last AC: 2018-02-27 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**156.**

100337C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**157.**

100337G

[Musical](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**158.**

100337A

[Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —  
[hesihesiwujiuwu's solution](#)

**159.**

100337B

[Lempel-Ziv Compression](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)

**160.**

100337J

[2-3 Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)

**161.**

100337F

["Money, Money, Money"](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[hesihesiwujiuwu's solution](#)