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Unique solved — hpqclab

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

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

Filters: none

Count: 125

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[hpqclab's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[hpqclab's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[hpqclab's solution](#)

4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[hpqclab's solution](#)

5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[hpqclab's solution](#)

6.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,780 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[hpqclab's solution](#)

7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[hpqclab's solution](#)

8.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[hpqclab's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[hpqclab's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation, math
[hqqclab's solution](#)

11.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 800 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[hqqclab's solution](#)

12.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[hqqclab's solution](#)

13.

2162A

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

Quality: 41,588 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[hqqclab's solution](#)

14.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,455 global accepts · Rating: 800 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[hqqclab's solution](#)

15.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[hqqclab's solution](#)

16.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,368 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[hqqclab's solution](#)

17.

2145A

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

Quality: 30,751 global accepts · Rating: 800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[hqqclab's solution](#)

18.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[hqqclab's solution](#)

19.

2151A

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

Quality: 17,959 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[hqqclab's solution](#)

20.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[hqqclab's solution](#)

21.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,044 global accepts · Rating: 800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[hpqclab's solution](#)

22.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,414 global accepts · Rating: 800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math
[hpqclab's solution](#)

23.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[hpqclab's solution](#)

24.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[hpqclab's solution](#)

25.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,053 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[hpqclab's solution](#)

26.

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[hpqclab's solution](#)

27.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[hpqclab's solution](#)

28.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation
[hpqclab's solution](#)

29.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[hpqclab's solution](#)

30.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[hpqclab's solution](#)

31.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hpqclab's solution](#)

32.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,737 global accepts · Rating: 1000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[hpqclab's solution](#)

33.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hpqclab's solution](#)

34.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[hpqclab's solution](#)

35.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[hpqclab's solution](#)

36.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[hpqclab's solution](#)

37.

2160B

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

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[hpqclab's solution](#)

38.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[hpqclab's solution](#)

39.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[hpqclab's solution](#)

40.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[hpqclab's solution](#)

41.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,697 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[hpqclab's solution](#)

42.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[hqqclab's solution](#)

43.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[hqqclab's solution](#)

44.

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[hqqclab's solution](#)

45.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[hqqclab's solution](#)

46.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[hqqclab's solution](#)

47.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings

[hqqclab's solution](#)

48.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[hqqclab's solution](#)

49.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[hqqclab's solution](#)

50.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[hqqclab's solution](#)

51.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hqqclab's solution](#)

52.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[hqqclab's solution](#)

53.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[hqqclab's solution](#)

54.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[hqqclab's solution](#)

55.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[hqqclab's solution](#)

56.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1400 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[hqqclab's solution](#)

57.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[hqqclab's solution](#)

58.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[hqqclab's solution](#)

59.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[hqqclab's solution](#)

60.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[hqqclab's solution](#)

61.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[hqqclab's solution](#)

62.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[hpqclab's solution](#)

63.

550C

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

Quality: 32,131 global accepts · Rating: 1500 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[hpqclab's solution](#)

64.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[hpqclab's solution](#)

65.

2155C

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

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[hpqclab's solution](#)

66.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[hpqclab's solution](#)

67.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[hpqclab's solution](#)

68.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[hpqclab's solution](#)

69.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[hpqclab's solution](#)

70.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hpqclab's solution](#)

71.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hpqclab's solution](#)

72.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[hqqclab's solution](#)

73.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[hqqclab's solution](#)

74.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[hqqclab's solution](#)

75.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[hqqclab's solution](#)

76.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 1800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[hqqclab's solution](#)

77.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[hqqclab's solution](#)

78.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory
[hqqclab's solution](#)

79.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers
[hqqclab's solution](#)

80.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · last AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[hqqclab's solution](#)

81.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[hqqclab's solution](#)

82.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[hpqclab's solution](#)

83.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[hpqclab's solution](#)

84.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[hpqclab's solution](#)

85.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[hpqclab's solution](#)

86.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[hpqclab's solution](#)

87.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hpqclab's solution](#)

88.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[hpqclab's solution](#)

89.

2215B

[RReepppeettiittioonn](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[hpqclab's solution](#)

90.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[hpqclab's solution](#)

91.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[hpqclab's solution](#)

92.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[hpgclab's solution](#)

93.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[hpgclab's solution](#)

94.

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive
[hpgclab's solution](#)

95.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
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96.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
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97.

2145E

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Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
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98.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees
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99.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees
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100.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings
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101.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[hpqclab's solution](#)

102.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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103.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

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104.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

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105.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 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

[hpqclab's solution](#)

106.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[hpqclab's solution](#)

107.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[hpqclab's solution](#)

108.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[hpqclab's solution](#)

109.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[hpqclab's solution](#)

110.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[hpqclab's solution](#)

111.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[hpqclab's solution](#)

112.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[hpqclab's solution](#)

113.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[hpqclab's solution](#)

114.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[hpqclab's solution](#)

115.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[hpqclab's solution](#)

116.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[hpqclab's solution](#)

117.

2206L

[Onion](#) · [Tutorial](#)

Quality: 40 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hpqclab's solution](#)

118.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[hpqclab's solution](#)

119.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[hpqclab's solution](#)

120.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[hpqclab's solution](#)

121.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[hpqclab's solution](#)

122.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[hpqclab's solution](#)

123.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[hpqclab's solution](#)

124.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hpqclab's solution](#)

125.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive

[hpqclab's solution](#)