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Unique solved — huan_yp

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

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

Filters: none

Count: 148

1.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,774 global accepts · Rating: 800 · first AC: 2023-02-27 · PyPy 3 (first AC) · Tags: brute force, math

[huan_yp's solution](#)

2.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[huan_yp's solution](#)

3.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[huan_yp's solution](#)

4.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[huan_yp's solution](#)

5.

1654A

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

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[huan_yp's solution](#)

6.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[huan_yp's solution](#)

7.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[huan_yp's solution](#)

8.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[huan_yp's solution](#)

9.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[huan_yp's solution](#)

10.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-30 · Python 3 (first AC) · Tags: brute force, constructive algorithms

[huan_yp's solution](#)

11.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[huan_yp's solution](#)

12.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[huan_yp's solution](#)

13.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[huan_yp's solution](#)

14.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[huan_yp's solution](#)

15.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: math, number theory

[huan_yp's solution](#)

16.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[huan_yp's solution](#)

17.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[huan_yp's solution](#)

18.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[huan_yp's solution](#)

19.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math

[huan_yp's solution](#)

20.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: greedy, math

[huan_yp's solution](#)

21.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[huan_yp's solution](#)

22.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[huan_yp's solution](#)

23.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[huan_yp's solution](#)

24.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[huan_yp's solution](#)

25.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[huan_yp's solution](#)

26.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[huan_yp's solution](#)

27.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[huan_yp's solution](#)

28.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[huan_yp's solution](#)

29.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[huan_yp's solution](#)

30.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[huan_yp's solution](#)

31.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[huan_yp's solution](#)

32.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[huan_yp's solution](#)

33.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[huan_yp's solution](#)

34.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[huan_yp's solution](#)

35.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[huan_yp's solution](#)

36.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math

[huan_yp's solution](#)

37.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[huan_yp's solution](#)

38.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[huan_yp's solution](#)

39.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[huan_yp's solution](#)

40.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[huan_yp's solution](#)

41.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[huan_yp's solution](#)

42.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[huan_yp's solution](#)

43.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[huan_yp's solution](#)

44.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[huan_yp's solution](#)

45.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[huan_yp's solution](#)

46.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: interactive, math

[huan_yp's solution](#)

47.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[huan_yp's solution](#)

48.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huan_yp's solution](#)

49.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[huan_yp's solution](#)

50.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[huan_yp's solution](#)

51.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[huan_yp's solution](#)

52.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huan_yp's solution](#)

53.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[huan_yp's solution](#)

54.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[huan_yp's solution](#)

55.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[huan_yp's solution](#)

56.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers

[huan_yp's solution](#)

57.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: implementation

[huan_yp's solution](#)

58.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[huan_yp's solution](#)

59.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[huan_yp's solution](#)

60.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[huan_yp's solution](#)

61.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[huan_yp's solution](#)

62.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[huan_yp's solution](#)

63.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: graphs, greedy

[huan_yp's solution](#)

64.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[huan_yp's solution](#)

65.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[huan_yp's solution](#)

66.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1400 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[huan_yp's solution](#)

67.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[huan_yp's solution](#)

68.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings

[huan_yp's solution](#)

69.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory

[huan_yp's solution](#)

70.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[huan_yp's solution](#)

71.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[huan_yp's solution](#)

72.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[huan_yp's solution](#)

73.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[huan_yp's solution](#)

74.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[huan_yp's solution](#)

75.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[huan_yp's solution](#)

76.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[huan_yp's solution](#)

77.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[huan_yp's solution](#)

78.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation
[huan_yp's solution](#)

79.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-08 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[huan_yp's solution](#)

80.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory
[huan_yp's solution](#)

81.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[huan_yp's solution](#)

- 82.**
1824B1
[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)
Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
[huan_yp's solution](#)
- 83.**
1801B
[Buying gifts](#) · [Tutorial](#)
Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[huan_yp's solution](#)
- 84.**
1713D
[Tournament Countdown](#) · [Tutorial](#)
Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities
[huan_yp's solution](#)
- 85.**
1648B
[Integral Array](#) · [Tutorial](#)
Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[huan_yp's solution](#)
- 86.**
1637D
[Yet Another Minimization Problem](#) · [Tutorial](#)
Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[huan_yp's solution](#)
- 87.**
1617D1
[Too Many Impostors \(easy version\)](#) · [Tutorial](#)
Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[huan_yp's solution](#)
- 88.**
1582F1
[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)
Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[huan_yp's solution](#)
- 89.**
1586D
[Omkar and the Meaning of Life](#) · [Tutorial](#)
Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[huan_yp's solution](#)
- 90.**
1549D
[Integers Have Friends](#) · [Tutorial](#)
Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[huan_yp's solution](#)
- 91.**
1535D
[Playoff Tournament](#) · [Tutorial](#)
Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[huan_yp's solution](#)

92.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[huan_yp's solution](#)

93.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[huan_yp's solution](#)

94.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[huan_yp's solution](#)

95.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[huan_yp's solution](#)

96.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[huan_yp's solution](#)

97.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[huan_yp's solution](#)

98.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[huan_yp's solution](#)

99.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[huan_yp's solution](#)

100.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[huan_yp's solution](#)

101.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[huan_yp's solution](#)

102.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[huan_yp's solution](#)

103.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[huan_yp's solution](#)

104.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[huan_yp's solution](#)

105.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
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106.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math
[huan_yp's solution](#)

107.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
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108.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[huan_yp's solution](#)

109.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[huan_yp's solution](#)

110.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[huan_yp's solution](#)

111.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[huan_yp's solution](#)

112.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[huan_yp's solution](#)

113.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[huan_yp's solution](#)

114.

1785C

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

Rating: 2200 · first AC: 2023-02-07 · last AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[huan_yp's solution](#)

115.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[huan_yp's solution](#)

116.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-17 · Clang++17 Diagnostics (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[huan_yp's solution](#)

117.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[huan_yp's solution](#)

118.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dp, trees

[huan_yp's solution](#)

119.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · last AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[huan_yp's solution](#)

120.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[huan_yp's solution](#)

121.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[huan_yp's solution](#)

122.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[huan_yp's solution](#)

123.

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[huan_yp's solution](#)

124.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[huan_yp's solution](#)

125.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math, shortest paths

[huan_yp's solution](#)

126.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[huan_yp's solution](#)

127.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[huan_yp's solution](#)

128.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[huan_yp's solution](#)

129.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[huan_yp's solution](#)

130.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[huan_yp's solution](#)

131.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[huan_yp's solution](#)

132.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[huan_yp's solution](#)

133.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[huan_yp's solution](#)

134.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[huan_yp's solution](#)

135.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[huan_yp's solution](#)

136.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[huan_yp's solution](#)

137.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[huan_yp's solution](#)

138.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[huan_yp's solution](#)

139.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[huan_yp's solution](#)

140.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[huan_yp's solution](#)

141.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[huan_yp's solution](#)

142.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · GNU C++11 (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[huan_yp's solution](#)

143.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[huan_yp's solution](#)

144.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[huan_yp's solution](#)

145.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[huan_yp's solution](#)

146.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[huan_yp's solution](#)

147.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[huan_yp's solution](#)

148.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[huan_yp's solution](#)