

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

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# Unique solved — i will be less than blue

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

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

Filters: none

Count: 211

1.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[i will be less than blue's solution](#)

2.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)  
[i will be less than blue's solution](#)

3.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
[i will be less than blue's solution](#)

4.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)  
[i will be less than blue's solution](#)

5.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [math](#)  
[i will be less than blue's solution](#)

6.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [two pointers](#)  
[i will be less than blue's solution](#)

7.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[i will be less than blue's solution](#)

8.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: [data structures](#), [greedy](#), [sortings](#)  
[i will be less than blue's solution](#)

9.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [sortings](#)  
[i will be less than blue's solution](#)

**10.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[i will be less than blue's solution](#)

**11.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,843 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[i will be less than blue's solution](#)

**12.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[i will be less than blue's solution](#)

**13.**

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,747 global accepts · Rating: 800 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: dp, implementation, strings  
[i will be less than blue's solution](#)

**14.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: greedy, math  
[i will be less than blue's solution](#)

**15.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-02-22 · Java 8 (first AC) · Tags: math  
[i will be less than blue's solution](#)

**16.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,067 global accepts · Rating: 800 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: math  
[i will be less than blue's solution](#)

**17.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: math  
[i will be less than blue's solution](#)

**18.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: brute force, implementation  
[i will be less than blue's solution](#)

**19.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-25 · Java 8 (first AC) · Tags: brute force, implementation  
[i will be less than blue's solution](#)

**20.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: strings  
[i will be less than blue's solution](#)

**21.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: implementation, sortings, strings

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**22.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: greedy, implementation, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**23.**

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**24.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,023 global accepts · Rating: 800 · first AC: 2019-09-02 · Java 8 (first AC) · Tags: implementation

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**25.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,126 global accepts · Rating: 800 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**26.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: brute force, greedy, implementation, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**27.**

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: math, sortings

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**28.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-08-15 · Java 8 (first AC) · Tags: greedy

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**29.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**30.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**31.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,298 global accepts · Rating: 900 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**32.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: math, number theory

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**33.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: greedy, implementation, sortings

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**34.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**35.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**36.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: greedy, math, sortings

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**37.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: greedy, math

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**38.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: dp, implementation

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**39.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**40.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**41.**

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,533 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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**42.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: combinatorics, geometry, greedy, math

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43.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2019-10-13 · Java 8 (first AC) · Tags: brute force, implementation  
[i will be less than blue's solution](#)

44.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-07 · Java 8 (first AC) · Tags: strings  
[i will be less than blue's solution](#)

45.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: implementation  
[i will be less than blue's solution](#)

46.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2019-09-28 · Java 8 (first AC) · Tags: greedy, implementation  
[i will be less than blue's solution](#)

47.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: brute force, greedy, math  
[i will be less than blue's solution](#)

48.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,182 global accepts · Rating: 1000 · first AC: 2019-09-15 · Java 8 (first AC) · Tags: greedy, implementation, math  
[i will be less than blue's solution](#)

49.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-09-07 · Java 8 (first AC) · Tags: implementation, math  
[i will be less than blue's solution](#)

50.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · Java 8 (first AC) · Tags: math  
[i will be less than blue's solution](#)

51.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · Java 8 (first AC) · Tags: implementation  
[i will be less than blue's solution](#)

52.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[i will be less than blue's solution](#)

53.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[i will be less than blue's solution](#)

**54.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[i will be less than blue's solution](#)

**55.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[i will be less than blue's solution](#)

**56.**

1157A

[Reachable Numbers](#) · [Tutorial](#)

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: implementation

[i will be less than blue's solution](#)

**57.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[i will be less than blue's solution](#)

**58.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-05 · Java 8 (first AC) · Tags: brute force, math

[i will be less than blue's solution](#)

**59.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: data structures, implementation

[i will be less than blue's solution](#)

**60.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-17 · Java 8 (first AC) · Tags: bitmasks, greedy

[i will be less than blue's solution](#)

**61.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[i will be less than blue's solution](#)

**62.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[i will be less than blue's solution](#)

**63.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[i will be less than blue's solution](#)

**64.**

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy,

implementation

[i will be less than blue's solution](#)

**65.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[i will be less than blue's solution](#)

**66.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[i will be less than blue's solution](#)

**67.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,458 global accepts · Rating: 1200 · first AC: 2021-06-20 · Java 11 (first AC) · Tags: greedy, sortings

[i will be less than blue's solution](#)

**68.**

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · Java 11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[i will be less than blue's solution](#)

**69.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-09-13 · Java 8 (first AC) · Tags: dp, greedy

[i will be less than blue's solution](#)

**70.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-09-13 · Java 8 (first AC) · Tags: binary search, greedy, sortings

[i will be less than blue's solution](#)

**71.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2019-09-07 · Java 8 (first AC) · Tags: greedy, sortings

[i will be less than blue's solution](#)

**72.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-05 · Java 8 (first AC) · Tags: data structures, greedy

[i will be less than blue's solution](#)

**73.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: math

[i will be less than blue's solution](#)

**74.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-29 · Java 8 (first AC) · Tags: constructive algorithms, math

[i will be less than blue's solution](#)

- 75.**  
1207B  
[Square Filling](#) · [Tutorial](#)  
Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation  
[i will be less than blue's solution](#)
- 76.**  
1206C  
[Almost Equal](#) · [Tutorial](#)  
Rating: 1200 · first AC: 2019-08-18 · Java 8 (first AC) · Tags: constructive algorithms, math  
[i will be less than blue's solution](#)
- 77.**  
1203B  
[Equal Rectangles](#) · [Tutorial](#)  
Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · Java 8 (first AC) · Tags: greedy, math  
[i will be less than blue's solution](#)
- 78.**  
1942C1  
[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)  
Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[i will be less than blue's solution](#)
- 79.**  
1943A  
[MEX Game 1](#) · [Tutorial](#)  
Quality: 21,475 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[i will be less than blue's solution](#)
- 80.**  
1870C  
[Colorful Table](#) · [Tutorial](#)  
Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[i will be less than blue's solution](#)
- 81.**  
1864C  
[Divisor Chain](#) · [Tutorial](#)  
Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[i will be less than blue's solution](#)
- 82.**  
1733C  
[Parity Shuffle Sorting](#) · [Tutorial](#)  
Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[i will be less than blue's solution](#)
- 83.**  
1238B  
[Kill `Em All](#) · [Tutorial](#)  
Quality: 14,897 global accepts · Rating: 1300 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: greedy, sortings  
[i will be less than blue's solution](#)
- 84.**  
1234B2  
[Social Network \(hard version\)](#) · [Tutorial](#)  
Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · last AC: 2019-10-02 · Java 8 (first AC) · Tags: data structures, implementation  
[i will be less than blue's solution](#)
- 85.**  
1157B  
[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: greedy

[i will be less than blue's solution](#)

**86.**

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: math

[i will be less than blue's solution](#)

**87.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[i will be less than blue's solution](#)

**88.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-09-10 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings

[i will be less than blue's solution](#)

**89.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-09-09 · Java 8 (first AC) · Tags: binary search, implementation, strings

[i will be less than blue's solution](#)

**90.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · last AC: 2019-09-05 · Java 8 (first AC) · Tags: binary search, math

[i will be less than blue's solution](#)

**91.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[i will be less than blue's solution](#)

**92.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[i will be less than blue's solution](#)

**93.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: dp, greedy, strings

[i will be less than blue's solution](#)

**94.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: greedy

[i will be less than blue's solution](#)

**95.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math

[i will be less than blue's solution](#)

**96.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-08-15 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[i will be less than blue's solution](#)

**97.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-08-15 · last AC: 2019-08-15 · Java 8 (first AC) · Tags: dp, strings

[i will be less than blue's solution](#)

**98.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · last AC: 2019-08-14 · Java 8 (first AC) · Tags: implementation, math

[i will be less than blue's solution](#)

**99.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[i will be less than blue's solution](#)

**100.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[i will be less than blue's solution](#)

**101.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[i will be less than blue's solution](#)

**102.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[i will be less than blue's solution](#)

**103.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2021-06-17 · Java 8 (first AC) · Tags: dp, math, number theory

[i will be less than blue's solution](#)

**104.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · Java 8 (first AC) · Tags: implementation, math

[i will be less than blue's solution](#)

**105.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,347 global accepts · Rating: 1400 · first AC: 2019-09-16 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[i will be less than blue's solution](#)

**106.**

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2019-09-10 · Java 8 (first AC) · Tags: binary search, math

[i will be less than blue's solution](#)

**107.**

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-09-09 · Java 8 (first AC) · Tags: binary search, sortings

[i will be less than blue's solution](#)

**108.**

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-05 · Java 8 (first AC) · Tags: brute force, math

[i will be less than blue's solution](#)

**109.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[i will be less than blue's solution](#)

**110.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-12 · Java 8 (first AC) · Tags: math, number theory

[i will be less than blue's solution](#)

**111.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[i will be less than blue's solution](#)

**112.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[i will be less than blue's solution](#)

**113.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-02 · Java 8 (first AC) · Tags: dp, implementation

[i will be less than blue's solution](#)

**114.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[i will be less than blue's solution](#)

**115.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-09-10 · Java 8 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[i will be less than blue's solution](#)

**116.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2019-09-08 · Java 8 (first AC) · Tags: implementation

[i will be less than blue's solution](#)

**117.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-09-04 · Java 8 (first AC) · Tags: greedy, math

[i will be less than blue's solution](#)

**118.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-09-01 · Java 8 (first AC) · Tags: brute force, implementation

[i will be less than blue's solution](#)

**119.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-08-29 · Java 8 (first AC) · Tags: implementation

[i will be less than blue's solution](#)

**120.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-26 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

[i will be less than blue's solution](#)

**121.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2019-08-23 · Java 8 (first AC) · Tags: dp, greedy

[i will be less than blue's solution](#)

**122.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[i will be less than blue's solution](#)

**123.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · Java 8 (first AC) · Tags: greedy, sortings

[i will be less than blue's solution](#)

**124.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[i will be less than blue's solution](#)

**125.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[i will be less than blue's solution](#)

**126.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 1600 · first AC: 2019-10-08 · last AC: 2019-10-08 · Java 8 (first AC) · Tags: binary search, greedy

[i will be less than blue's solution](#)

**127.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · Java 8 (first AC) · Tags: data structures

[i will be less than blue's solution](#)

**128.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-09-14 · Java 8 (first AC) · Tags: binary search, brute force, data structures, sortings

[i will be less than blue's solution](#)

**129.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · Java 8 (first AC) · Tags: greedy, math

[i will be less than blue's solution](#)

**130.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-09-01 · Java 8 (first AC) · Tags: brute force, math, sortings

[i will be less than blue's solution](#)

**131.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: data structures, dp, implementation, two pointers

[i will be less than blue's solution](#)

**132.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-08-30 · Java 8 (first AC) · Tags: math, number theory

[i will be less than blue's solution](#)

**133.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2019-08-28 · Java 8 (first AC) · Tags: binary search, math, sortings

[i will be less than blue's solution](#)

**134.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-14 · Java 8 (first AC) · Tags: greedy, implementation

[i will be less than blue's solution](#)

**135.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[i will be less than blue's solution](#)

**136.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[i will be less than blue's solution](#)

**137.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[i will be less than blue's solution](#)

**138.**

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · last AC: 2019-09-30 · Java 8 (first AC) · Tags: math, number theory

[i will be less than blue's solution](#)

**139.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · Java 8 (first AC) · Tags: geometry, math

[i will be less than blue's solution](#)

**140.**

1217C

[The Number Of Good Substrings](#) · Tutorial

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-07 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force

[i will be less than blue's solution](#)

**141.**

1037D

[Valid BFS?](#) · Tutorial

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2019-08-25 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[i will be less than blue's solution](#)

**142.**

1204C

[Anna, Svyatoslav and Maps](#) · Tutorial

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: dp, graphs, greedy, shortest paths

[i will be less than blue's solution](#)

**143.**

1202B

[You Are Given a Decimal String...](#) · Tutorial

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-17 · last AC: 2019-08-19 · Java 8 (first AC) · Tags: brute force, dp, shortest paths

[i will be less than blue's solution](#)

**144.**

1203D2

[Remove the Substring \(hard version\)](#) · Tutorial

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-15 · Java 8 (first AC) · Tags: binary search, greedy, implementation, two pointers

[i will be less than blue's solution](#)

**145.**

1870D

[Prefix Purchase](#) · Tutorial

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[i will be less than blue's solution](#)

**146.**

909C

[Python Indentation](#) · Tutorial

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-06-18 · Java 8 (first AC) · Tags: dp

[i will be less than blue's solution](#)

**147.**

1207D

[Number Of Permutations](#) · Tutorial

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: combinatorics

[i will be less than blue's solution](#)

**148.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[i will be less than blue's solution](#)

**149.**

1887B

[Time Travel](#) · Tutorial

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[i will be less than blue's solution](#)

**150.**

1854A2

[Dual \(Hard Version\)](#) · Tutorial

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[i will be less than blue's solution](#)

**151.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[i will be less than blue's solution](#)

**152.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[i will be less than blue's solution](#)

**153.**

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: binary search, brute force, math  
[i will be less than blue's solution](#)

**154.**

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-27 · last AC: 2019-08-27 · Java 8 (first AC) · Tags: binary search, data structures, greedy, implementation  
[i will be less than blue's solution](#)

**155.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · Java 8 (first AC) · Tags: bitmasks, interactive, math  
[i will be less than blue's solution](#)

**156.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-21 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, strings  
[i will be less than blue's solution](#)

**157.**

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-19 · last AC: 2019-08-19 · Java 8 (first AC) · Tags: bitmasks, graphs  
[i will be less than blue's solution](#)

**158.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-08-16 · Java 8 (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[i will be less than blue's solution](#)

**159.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[i will be less than blue's solution](#)

**160.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[i will be less than blue's solution](#)

**161.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[i will be less than blue's solution](#)

**162.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[i will be less than blue's solution](#)

**163.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[i will be less than blue's solution](#)

**164.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[i will be less than blue's solution](#)

**165.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[i will be less than blue's solution](#)

**166.**

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-03 · Java 8 (first AC) · Tags: math

[i will be less than blue's solution](#)

**167.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[i will be less than blue's solution](#)

**168.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[i will be less than blue's solution](#)

**169.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[i will be less than blue's solution](#)

**170.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-24 · Java 8 (first AC) · Tags: brute force, data structures, implementation

[i will be less than blue's solution](#)

**171.**

1204D2

[Kirk and a Binary String \(hard version\) · Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-22 · Java 8 (first AC) · Tags: data structures, greedy, math, strings  
[i will be less than blue's solution](#)

**172.**

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp  
[i will be less than blue's solution](#)

**173.**

1216E2

[Numerical Sequence \(hard version\) · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-22 · Java 8 (first AC) · Tags: binary search, math  
[i will be less than blue's solution](#)

**174.**

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games  
[i will be less than blue's solution](#)

**175.**

1943C

[Tree Compass · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[i will be less than blue's solution](#)

**176.**

1874C

[Jellyfish and EVA · Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities  
[i will be less than blue's solution](#)

**177.**

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[i will be less than blue's solution](#)

**178.**

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[i will be less than blue's solution](#)

**179.**

1842E

[Tenzing and Triangle · Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[i will be less than blue's solution](#)

**180.**

1943D1

[Counting Is Fun \(Easy Version\) · Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[i will be less than blue's solution](#)

**181.**

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**182.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**183.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**184.**

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**185.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**186.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**187.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**188.**

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**189.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[i\\_will\\_be\\_less\\_than\\_blue's\\_solution](#)

**190.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy

[i will be less than blue's solution](#)

**191.**

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[i will be less than blue's solution](#)

**192.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[i will be less than blue's solution](#)

**193.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

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**194.**

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**196.**

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**197.**

1632E2

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**198.**

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**199.**

1943D2

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**200.**

1874D

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**201.**

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**202.**

1746F

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**203.**

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**204.**

1887E

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Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

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**205.**

1876E

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**206.**

1874F

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**207.**

101798F

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Rating: — · first AC: 2019-09-07 · Java 8 (first AC) · Tags: —

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**208.**

101798C

[Forest \(A\) - Egg](#) · Tutorial

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**209.**

101798B

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**210.**

101798A

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**211.**

102191D

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