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Unique solved — iloveMT

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

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Filters: none

Count: 273

- 1.**
2217A
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Quality: 21,839 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[iloveMT's solution](#)
- 2.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[iloveMT's solution](#)
- 3.**
2200B
[Deletion Sort](#) · [Tutorial](#)
Quality: 25,495 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[iloveMT's solution](#)
- 4.**
2200A
[Eating Game](#) · [Tutorial](#)
Quality: 28,156 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[iloveMT's solution](#)
- 5.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math
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- 6.**
2193B
[Reverse a Permutation](#) · [Tutorial](#)
Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[iloveMT's solution](#)
- 7.**
2193A
[DBMB and the Array](#) · [Tutorial](#)
Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[iloveMT's solution](#)
- 8.**
2185A
[Perfect Root](#) · [Tutorial](#)
Quality: 43,109 global accepts · Rating: 800 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[iloveMT's solution](#)
- 9.**
2184A
[Social Experiment](#) · [Tutorial](#)
Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math
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10.

2175A

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11.

2172A

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12.

2167A

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13.

2167B

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14.

2167C

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15.

2160A

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16.

1549B

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

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17.

1549A

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

Quality: 35,567 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[iloveMT's solution](#)

18.

2155A

[El fucho](#) · [Tutorial](#)

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19.

1831A

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20.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

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21.

2149A

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22.

2144A

[Cut the Array](#) · [Tutorial](#)

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23.

2140A

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24.

2130A

[Submission is All You Need](#) · [Tutorial](#)

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25.

2125A

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26.

2122A

[Greedy Grid](#) · [Tutorial](#)

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27.

2126B

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Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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28.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,104 global accepts · Rating: 800 · first AC: 2025-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[iloveMT's solution](#)

29.

2093A

[Ideal Generator](#) · [Tutorial](#)

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30.

2124A

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

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iloveMT's solution](#)

31.

2119A

[Add or XOR](#) · [Tutorial](#)

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32.

2123B

[Tournament](#) · [Tutorial](#)

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33.

2123A

[Blackboard Game](#) · [Tutorial](#)

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34.

2106A

[Dr. TC](#) · [Tutorial](#)

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35.

2109A

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36.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math
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37.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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38.

2112A

[Race](#) · [Tutorial](#)

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39.

2120A

[Square of Rectangles](#) · [Tutorial](#)

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40.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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41.

2069A

[Was there an Array?](#) · [Tutorial](#)

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[iloveMT's solution](#)

42.

2121B

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43.

2121A

[Letter Home](#) · [Tutorial](#)

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44.

2118A

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Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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45.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-06-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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46.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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47.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[iloveMT's solution](#)

48.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[iloveMT's solution](#)

49.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,572 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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50.

2200C

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Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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51.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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52.

2140B

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53.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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54.

2093B

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55.

2102B

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Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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56.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[iloveMT's solution](#)

57.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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58.

2110B

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

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[iloveMT's solution](#)

59.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[iloveMT's solution](#)

60.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

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61.

2203B

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

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62.

2193C

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63.

2167D

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Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

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64.

1831B

[Array merging](#) · [Tutorial](#)

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65.

2144B

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66.

2093C

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67.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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68.

2123C

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69.

2106C

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70.

2120B

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71.

2114C

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Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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72.

2193D

[Monster Game](#) · [Tutorial](#)

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73.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

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74.

2184B

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Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

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75.

2160B

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Quality: 17,763 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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76.

2155B

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Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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77.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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78.

2125C

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

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

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79.

2122B

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Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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80.

2126C

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Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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81.

2086B

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82.

2112B

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Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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83.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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84.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

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85.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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86.

2175C

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Rating: 1200 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[iloveMT's solution](#)

87.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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88.

2126D

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

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89.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,892 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

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90.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[iloveMT's solution](#)

91.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[iloveMT's solution](#)

92.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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93.

2117C

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Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

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94.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[iloveMT's solution](#)

95.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[iloveMT's solution](#)

96.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[iloveMT's solution](#)

97.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[iloveMT's solution](#)

98.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths
[iloveMT's solution](#)

99.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[iloveMT's solution](#)

100.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[iloveMT's solution](#)

101.

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,163 global accepts · Rating: 1300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[iloveMT's solution](#)

102.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[iloveMT's solution](#)

103.

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[iloveMT's solution](#)

104.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[iloveMT's solution](#)

105.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math
[iloveMT's solution](#)

106.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers
[iloveMT's solution](#)

107.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,213 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[iloveMT's solution](#)

108.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[iloveMT's solution](#)

109.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[iloveMT's solution](#)

110.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[iloveMT's solution](#)

111.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees
[iloveMT's solution](#)

112.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[iloveMT's solution](#)

113.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math
[iloveMT's solution](#)

114.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[iloveMT's solution](#)

115.

2155C

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

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[iloveMT's solution](#)

116.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[iloveMT's solution](#)

117.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games, greedy
[iloveMT's solution](#)

118.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[iloveMT's solution](#)

119.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[iloveMT's solution](#)

120.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[iloveMT's solution](#)

121.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[iloveMT's solution](#)

122.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[iloveMT's solution](#)

123.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math
[iloveMT's solution](#)

124.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation
[iloveMT's solution](#)

125.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
[iloveMT's solution](#)

126.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[iloveMT's solution](#)

127.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[iloveMT's solution](#)

128.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[iloveMT's solution](#)

129.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[iloveMT's solution](#)

130.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[iloveMT's solution](#)

131.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[iloveMT's solution](#)

132.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[iloveMT's solution](#)

133.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory
[iloveMT's solution](#)

134.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[iloveMT's solution](#)

135.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers
[iloveMT's solution](#)

136.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[iloveMT's solution](#)

137.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[iloveMT's solution](#)

138.

2113C

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

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[iloveMT's solution](#)

139.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[iloveMT's solution](#)

140.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[iloveMT's solution](#)

141.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[iloveMT's solution](#)

142.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[iloveMT's solution](#)

143.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[iloveMT's solution](#)

144.

1549D

[Integers Have Friends](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[iloveMT's solution](#)

145.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[iloveMT's solution](#)

146.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[iloveMT's solution](#)

147.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[iloveMT's solution](#)

148.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees
[iloveMT's solution](#)

149.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[iloveMT's solution](#)

150.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[iloveMT's solution](#)

151.

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[iloveMT's solution](#)

152.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[iloveMT's solution](#)

153.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings
[iloveMT's solution](#)

154.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[iloveMT's solution](#)

155.

66E

[Petya and Post](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2000 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[iloveMT's solution](#)

156.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[iloveMT's solution](#)

157.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[iloveMT's solution](#)

158.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[iloveMT's solution](#)

159.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[iloveMT's solution](#)

160.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory
[iloveMT's solution](#)

161.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees
[iloveMT's solution](#)

162.

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[iloveMT's solution](#)

163.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings
[iloveMT's solution](#)

164.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[iloveMT's solution](#)

165.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 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
[iloveMT's solution](#)

166.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search
[iloveMT's solution](#)

167.

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: *broken, games, greedy

[iloveMT's solution](#)

168.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[iloveMT's solution](#)

169.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[iloveMT's solution](#)

170.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[iloveMT's solution](#)

171.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[iloveMT's solution](#)

172.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[iloveMT's solution](#)

173.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[iloveMT's solution](#)

174.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[iloveMT's solution](#)

175.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[iloveMT's solution](#)

176.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[iloveMT's solution](#)

177.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[iloveMT's solution](#)

178.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[iloveMT's solution](#)

179.

2126G2

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[iloveMT's solution](#)

180.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[iloveMT's solution](#)

181.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[iloveMT's solution](#)

182.

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[iloveMT's solution](#)

183.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[iloveMT's solution](#)

184.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[iloveMT's solution](#)

185.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[iloveMT's solution](#)

186.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[iloveMT's solution](#)

187.

2109C3

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

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

interactive, math, number theory

[iloveMT's solution](#)

188.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[iloveMT's solution](#)

189.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[iloveMT's solution](#)

190.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[iloveMT's solution](#)

191.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[iloveMT's solution](#)

192.

1924D

[Balanced Subsequences](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[iloveMT's solution](#)

193.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 284 global accepts · Rating: 2900 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[iloveMT's solution](#)

194.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3100 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[iloveMT's solution](#)

195.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[iloveMT's solution](#)

196.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[iloveMT's solution](#)

197.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,836 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp,

greedy, math

[iloveMT's solution](#)

198.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[iloveMT's solution](#)

199.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[iloveMT's solution](#)

200.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,368 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[iloveMT's solution](#)

201.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,429 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[iloveMT's solution](#)

202.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[iloveMT's solution](#)

203.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[iloveMT's solution](#)

204.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math

[iloveMT's solution](#)

205.

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[iloveMT's solution](#)

206.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[iloveMT's solution](#)

207.

2225B

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

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[iloveMT's solution](#)

208.

2225A

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

Quality: 17,729 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[iloveMT's solution](#)

209.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[iloveMT's solution](#)

210.

2219C

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

Quality: 1,217 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

[iloveMT's solution](#)

211.

2219B1

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

Quality: 3,610 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

[iloveMT's solution](#)

212.

2219B2

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

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[iloveMT's solution](#)

213.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[iloveMT's solution](#)

214.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[iloveMT's solution](#)

215.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[iloveMT's solution](#)

216.

106370A

[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[iloveMT's solution](#)

217.

105327G

[Geography of Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[iloveMT's solution](#)

218.

105327D

[Decrease the Boss Strength](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[iloveMT's solution](#)

219.

105327H

[Harmonics with Interference](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

220.

105327C

[Couple of BipBop](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

221.

105327I

[Ingredients that may Harm You](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

222.

105327K

[Karamell](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

223.

105327B

[Bacon Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

224.

105327L

[Lecographically Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

225.

105327F

[Fractions are better when continued](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[iloveMT's solution](#)

226.

105327E

[Enigma of the Jewelry Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

227.

105327A

[Attention to the Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

228.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

229.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

230.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

231.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

232.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[iloveMT's solution](#)

233.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

234.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

235.

106129D

[Demand for Cycling](#) · [Tutorial](#)

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[iloveMT's solution](#)

236.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[iloveMT's solution](#)

237.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

238.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[iloveMT's solution](#)

239.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

240.

106225B

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

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[iloveMT's solution](#)

241.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

242.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

243.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

244.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

245.

106225D

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

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[iloveMT's solution](#)

246.

106169E

[Visualize This](#) · [Tutorial](#)

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[iloveMT's solution](#)

247.

106169I

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[iloveMT's solution](#)

248.

106169H

[Nested Loops](#) · [Tutorial](#)

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[iloveMT's solution](#)

249.

106169F

[Sign Entanglement](#) · [Tutorial](#)

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[iloveMT's solution](#)

250.

106169G

[Secret Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

251.

106169D

[Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

252.

106169C

[You can't just take and divide](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

253.

106169B

[Nostalgia](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

254.

106169A

[Borg Cube](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

255.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

256.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

257.

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

258.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

259.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · PyPy 3-64 (first AC) · Tags: —
[iloveMT's solution](#)

260.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

261.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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262.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

263.

106189L

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Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

264.

106189M

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Rating: — · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

265.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

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[iloveMT's solution](#)

266.

106189A

[Wallpaper](#) · [Tutorial](#)

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[iloveMT's solution](#)

267.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

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[iloveMT's solution](#)

268.

106193D

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Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

269.

106193A

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[iloveMT's solution](#)

270.

106193J

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Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

271.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

272.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[iloveMT's solution](#)

273.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[iloveMT's solution](#)