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Unique solved — kabuszki

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

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

Filters: none

Count: 141

1.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kabuszki's solution](#)

2.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[kabuszki's solution](#)

3.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-13 · PyPy 3 (first AC) · Tags: implementation, math
[kabuszki's solution](#)

4.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[kabuszki's solution](#)

5.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,957 global accepts · Rating: 800 · first AC: 2019-02-15 · Python 3 (first AC) · Tags: implementation, strings
[kabuszki's solution](#)

6.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,940 global accepts · Rating: 800 · first AC: 2019-02-15 · Python 3 (first AC) · Tags: implementation, strings
[kabuszki's solution](#)

7.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[kabuszki's solution](#)

8.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[kabuszki's solution](#)

9.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kabuszki's solution](#)

10.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[kabuszki's solution](#)

11.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[kabuszki's solution](#)

12.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[kabuszki's solution](#)

13.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kabuszki's solution](#)

14.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[kabuszki's solution](#)

15.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[kabuszki's solution](#)

16.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[kabuszki's solution](#)

17.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[kabuszki's solution](#)

18.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[kabuszki's solution](#)

19.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[kabuszki's solution](#)

20.

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,954 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[kabuszki's solution](#)

- 21.**
898B
[Proper Nutrition](#) · [Tutorial](#)
Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[kabuszki's solution](#)
- 22.**
1149A
[Prefix Sum Primes](#) · [Tutorial](#)
Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[kabuszki's solution](#)
- 23.**
1097B
[Petr and a Combination Lock](#) · [Tutorial](#)
Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
[kabuszki's solution](#)
- 24.**
1091B
[New Year and the Treasure Geolocation](#) · [Tutorial](#)
Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[kabuszki's solution](#)
- 25.**
908B
[New Year and Buggy Bot](#) · [Tutorial](#)
Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[kabuszki's solution](#)
- 26.**
899B
[Months and Years](#) · [Tutorial](#)
Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[kabuszki's solution](#)
- 27.**
1237B
[Balanced Tunnel](#) · [Tutorial](#)
Quality: 22,773 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[kabuszki's solution](#)
- 28.**
1159B
[Expansion coefficient of the array](#) · [Tutorial](#)
Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · PyPy 3 (first AC) · Tags: implementation, math
[kabuszki's solution](#)
- 29.**
899C
[Dividing the numbers](#) · [Tutorial](#)
Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[kabuszki's solution](#)
- 30.**
1363B
[Subsequence Hate](#) · [Tutorial](#)
Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-05-31 · last AC: 2020-05-31 · PyPy 3 (first AC) · Tags: implementation, strings
[kabuszki's solution](#)
- 31.**
1250A
[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[kabuszki's solution](#)

32.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,416 global accepts · Rating: 1400 · first AC: 2019-06-27 · PyPy 3 (first AC) · Tags: greedy, sortings

[kabuszki's solution](#)

33.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[kabuszki's solution](#)

34.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[kabuszki's solution](#)

35.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · last AC: 2019-02-24 · Python 3 (first AC) · Tags: brute force, dfs and similar, dsu

[kabuszki's solution](#)

36.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[kabuszki's solution](#)

37.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kabuszki's solution](#)

38.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[kabuszki's solution](#)

39.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[kabuszki's solution](#)

40.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[kabuszki's solution](#)

41.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[kabuszki's solution](#)

42.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[kabuszki's solution](#)

43.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · Python 3 (first AC) · Tags: hashing, math, number theory

[kabuszki's solution](#)

44.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[kabuszki's solution](#)

45.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[kabuszki's solution](#)

46.

1165D

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

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · PyPy 3 (first AC) · Tags: math, number theory

[kabuszki's solution](#)

47.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[kabuszki's solution](#)

48.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[kabuszki's solution](#)

49.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[kabuszki's solution](#)

50.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[kabuszki's solution](#)

51.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[kabuszki's solution](#)

52.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, greedy

[kabuszki's solution](#)

53.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[kabuszki's solution](#)

54.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kabuszki's solution](#)

55.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[kabuszki's solution](#)

56.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[kabuszki's solution](#)

57.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[kabuszki's solution](#)

58.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[kabuszki's solution](#)

59.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[kabuszki's solution](#)

60.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[kabuszki's solution](#)

61.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[kabuszki's solution](#)

62.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[kabuszki's solution](#)

63.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: brute force, two pointers

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64.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[kabuszki's solution](#)

65.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[kabuszki's solution](#)

66.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[kabuszki's solution](#)

67.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[kabuszki's solution](#)

68.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[kabuszki's solution](#)

69.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[kabuszki's solution](#)

70.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[kabuszki's solution](#)

71.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[kabuszki's solution](#)

72.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[kabuszki's solution](#)

73.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[kabuszki's solution](#)

74.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[kabuszki's solution](#)

75.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[kabuszki's solution](#)

76.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[kabuszki's solution](#)

77.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[kabuszki's solution](#)

78.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[kabuszki's solution](#)

79.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[kabuszki's solution](#)

80.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: bitmasks, dp

[kabuszki's solution](#)

81.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[kabuszki's solution](#)

82.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[kabuszki's solution](#)

83.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[kabuszki's solution](#)

84.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[kabuszki's solution](#)

85.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[kabuszki's solution](#)

86.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[kabuszki's solution](#)

87.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[kabuszki's solution](#)

88.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math
[kabuszki's solution](#)

89.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[kabuszki's solution](#)

90.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[kabuszki's solution](#)

91.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[kabuszki's solution](#)

92.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[kabuszki's solution](#)

93.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[kabuszki's solution](#)

- 94.**
1771F
[Hossam and Range Minimum Query · Tutorial](#)
Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[kabuszki's solution](#)
- 95.**
963D
[Frequency of String · Tutorial](#)
Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[kabuszki's solution](#)
- 96.**
1355F
[Guess Divisors Count · Tutorial](#)
Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · Python 3 (first AC) · Tags: constructive algorithms, interactive, number theory
[kabuszki's solution](#)
- 97.**
1158D
[Winding polygonal line · Tutorial](#)
Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[kabuszki's solution](#)
- 98.**
1153F
[Serval and Bonus Problem · Tutorial](#)
Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[kabuszki's solution](#)
- 99.**
933C
[A Colourful Prospect · Tutorial](#)
Quality: 649 global accepts · Rating: 2700 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs
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- 100.**
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Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive
[kabuszki's solution](#)
- 101.**
1331C
[...And after happily lived ever they · Tutorial](#)
Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks
[kabuszki's solution](#)
- 102.**
102341I
[Infernape · Tutorial](#)
Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kabuszki's solution](#)
- 103.**
102341G
[Gurdurr · Tutorial](#)
Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[kabuszki's solution](#)
- 104.**
102341C
[Cloyster · Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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105.

102341H

[Hypno](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —
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106.

102341K

[Kecleon](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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107.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

108.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

109.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

110.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

111.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

112.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

113.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[kabuszki's solution](#)

114.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: —
[kabuszki's solution](#)

115.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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116.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[kabuszki's solution](#)

117.

102220F

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118.

102220C

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119.

102220B

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120.

102220G

[Radar Scanner](#) · [Tutorial](#)

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121.

102220E

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122.

102220J

[Time Limit](#) · [Tutorial](#)

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123.

100965C

[System](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

124.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · Python 3 (first AC) · Tags: —

[kabuszki's solution](#)

125.

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

126.

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

127.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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128.

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

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129.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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130.

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

131.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

132.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

133.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[kabuszki's solution](#)

134.

101650E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[kabuszki's solution](#)

135.

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[kabuszki's solution](#)

136.

101650K

[Kennings](#) · [Tutorial](#)

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137.

101650D

[Deciphering](#) · [Tutorial](#)

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138.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

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139.

101650B

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140.

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141.

101650G

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