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Unique solved — kimomonawa

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

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

Filters: none

Count: 105

1.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[kimomonawa's solution](#)

2.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[kimomonawa's solution](#)

3.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kimomonawa's solution](#)

4.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[kimomonawa's solution](#)

5.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kimomonawa's solution](#)

6.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[kimomonawa's solution](#)

7.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[kimomonawa's solution](#)

8.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[kimomonawa's solution](#)

9.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[kimononawa's solution](#)

10.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kimononawa's solution](#)

11.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kimononawa's solution](#)

12.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,353 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kimononawa's solution](#)

13.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[kimononawa's solution](#)

14.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[kimononawa's solution](#)

15.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[kimononawa's solution](#)

16.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[kimononawa's solution](#)

17.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[kimononawa's solution](#)

18.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[kimononawa's solution](#)

19.

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kimononawa's solution](#)

20.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,130 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[kimononawa's solution](#)

21.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[kimononawa's solution](#)

22.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kimononawa's solution](#)

23.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[kimononawa's solution](#)

24.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[kimononawa's solution](#)

25.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[kimononawa's solution](#)

26.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[kimononawa's solution](#)

27.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[kimononawa's solution](#)

28.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kimononawa's solution](#)

29.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kimononawa's solution](#)

30.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kimononawa's solution](#)

31.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[kimononawa's solution](#)

32.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[kimononawa's solution](#)

33.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[kimononawa's solution](#)

34.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[kimononawa's solution](#)

35.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kimononawa's solution](#)

36.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[kimononawa's solution](#)

37.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[kimononawa's solution](#)

38.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[kimononawa's solution](#)

39.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[kimononawa's solution](#)

40.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[kimononawa's solution](#)

41.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[kimononawa's solution](#)

42.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[kimononawa's solution](#)

43.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kimononawa's solution](#)

44.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[kimononawa's solution](#)

45.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kimononawa's solution](#)

46.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: *special

[kimononawa's solution](#)

47.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[kimononawa's solution](#)

48.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[kimononawa's solution](#)

49.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[kimononawa's solution](#)

50.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[kimononawa's solution](#)

51.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[kimononawa's solution](#)

52.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings

[kimononawa's solution](#)

53.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[kimononawa's solution](#)

54.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[kimononawa's solution](#)

55.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[kimononawa's solution](#)

56.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[kimononawa's solution](#)

57.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[kimononawa's solution](#)

58.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,100 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[kimononawa's solution](#)

59.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[kimononawa's solution](#)

60.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[kimononawa's solution](#)

61.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[kimononawa's solution](#)

62.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[kimononawa's solution](#)

63.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kimononawa's solution](#)

64.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[kimononawa's solution](#)

65.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[kimononawa's solution](#)

66.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[kimononawa's solution](#)

67.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[kimononawa's solution](#)

68.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[kimononawa's solution](#)

69.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[kimononawa's solution](#)

70.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[kimononawa's solution](#)

71.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[kimononawa's solution](#)

72.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[kimononawa's solution](#)

73.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[kimononawa's solution](#)

74.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[kimononawa's solution](#)

75.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[kimononawa's solution](#)

76.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory
[kimononawa's solution](#)

77.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[kimononawa's solution](#)

78.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy
[kimononawa's solution](#)

79.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[kimononawa's solution](#)

80.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[kimononawa's solution](#)

81.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[kimononawa's solution](#)

82.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[kimononawa's solution](#)

83.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kimononawa's solution](#)

84.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[kimononawa's solution](#)

85.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[kimononawa's solution](#)

86.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[kimononawa's solution](#)

87.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[kimononawa's solution](#)

88.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kimononawa's solution](#)

89.

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[kimononawa's solution](#)

90.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

91.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

92.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

93.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

94.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

95.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[kimononawa's solution](#)

96.

105639D

[New Year Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[kimononawa's solution](#)

97.

105639C

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