

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

<https://cfelitetracker.vercel.app>

Unique solved — leidexuan

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

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

Filters: none

Count: 136

- 1.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,282 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[leidexuan's solution](#)
- 2.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[leidexuan's solution](#)
- 3.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,522 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[leidexuan's solution](#)
- 4.**
2161A
[Round Trip](#) · [Tutorial](#)
Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[leidexuan's solution](#)
- 5.**
2112A
[Race](#) · [Tutorial](#)
Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[leidexuan's solution](#)
- 6.**
2118A
[Equal Subsequences](#) · [Tutorial](#)
Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[leidexuan's solution](#)
- 7.**
2108A
[Permutation Warm-Up](#) · [Tutorial](#)
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[leidexuan's solution](#)
- 8.**
2104A
[Three Decks](#) · [Tutorial](#)
Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[leidexuan's solution](#)
- 9.**
2069A
[Was there an Array?](#) · [Tutorial](#)
Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[leidexuan's solution](#)

10.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[leidexuan's solution](#)

11.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math
[leidexuan's solution](#)

12.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[leidexuan's solution](#)

13.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[leidexuan's solution](#)

14.

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
[leidexuan's solution](#)

15.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,409 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[leidexuan's solution](#)

16.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[leidexuan's solution](#)

17.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[leidexuan's solution](#)

18.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[leidexuan's solution](#)

19.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[leidexuan's solution](#)

20.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[leidexuan's solution](#)

21.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[leidexuan's solution](#)

22.

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

[leidexuan's solution](#)

23.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[leidexuan's solution](#)

24.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[leidexuan's solution](#)

25.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[leidexuan's solution](#)

26.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[leidexuan's solution](#)

27.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[leidexuan's solution](#)

28.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[leidexuan's solution](#)

29.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[leidexuan's solution](#)

30.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[leidexuan's solution](#)

31.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[leidexuan's solution](#)

32.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[leidexuan's solution](#)

33.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[leidexuan's solution](#)

34.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[leidexuan's solution](#)

35.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[leidexuan's solution](#)

36.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[leidexuan's solution](#)

37.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[leidexuan's solution](#)

38.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[leidexuan's solution](#)

39.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory

[leidexuan's solution](#)

40.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[leidexuan's solution](#)

41.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[leidexuan's solution](#)

42.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[leidexuan's solution](#)

43.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[leidexuan's solution](#)

44.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[leidexuan's solution](#)

45.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[leidexuan's solution](#)

46.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[leidexuan's solution](#)

47.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[leidexuan's solution](#)

48.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[leidexuan's solution](#)

49.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[leidexuan's solution](#)

50.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[leidexuan's solution](#)

51.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[leidexuan's solution](#)

52.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[leidexuan's solution](#)

53.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[leidexuan's solution](#)

54.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[leidexuan's solution](#)

55.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[leidexuan's solution](#)

56.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 2000 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[leidexuan's solution](#)

57.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[leidexuan's solution](#)

58.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[leidexuan's solution](#)

59.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[leidexuan's solution](#)

60.

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

[leidexuan's solution](#)

61.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[leidexuan's solution](#)

62.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[leidexuan's solution](#)

63.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[leidexuan's solution](#)

64.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[leidexuan's solution](#)

65.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[leidexuan's solution](#)

66.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[leidexuan's solution](#)

67.

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[leidexuan's solution](#)

68.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[leidexuan's solution](#)

69.

351E

[Jeff and Permutation](#) · Tutorial

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[leidexuan's solution](#)

70.

833B

[The Bakery](#) · Tutorial

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[leidexuan's solution](#)

71.

708C

[Centroids](#) · Tutorial

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[leidexuan's solution](#)

72.

1009F

[Dominant Indices](#) · Tutorial

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[leidexuan's solution](#)

73.

2063E

[Triangle Tree](#) · Tutorial

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[leidexuan's solution](#)

74.

888G

[Xor-MST](#) · Tutorial

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[leidexuan's solution](#)

75.

786B

[Legacy](#) · Tutorial

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[leidexuan's solution](#)

76.

600E

[Lomsat gelral](#) · Tutorial

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[leidexuan's solution](#)

77.

1916E

[Happy Life in University](#) · Tutorial

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[leidexuan's solution](#)

78.

2161E

[Left is Always Right](#) · Tutorial

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[leidexuan's solution](#)

79.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[leidexuan's solution](#)

80.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[leidexuan's solution](#)

81.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2025-08-07 · last AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees
[leidexuan's solution](#)

82.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, hashing, strings
[leidexuan's solution](#)

83.

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings
[leidexuan's solution](#)

84.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[leidexuan's solution](#)

85.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[leidexuan's solution](#)

86.

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[leidexuan's solution](#)

87.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[leidexuan's solution](#)

88.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp
[leidexuan's solution](#)

89.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-01-17 · last AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[leidexuan's solution](#)

90.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[leidexuan's solution](#)

91.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[leidexuan's solution](#)

92.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[leidexuan's solution](#)

93.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[leidexuan's solution](#)

94.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings

[leidexuan's solution](#)

95.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[leidexuan's solution](#)

96.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[leidexuan's solution](#)

97.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[leidexuan's solution](#)

98.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[leidexuan's solution](#)

99.

1394C

[Boboiu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[leidexuan's solution](#)

100.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[leidexuan's solution](#)

101.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[leidexuan's solution](#)

102.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[leidexuan's solution](#)

103.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[leidexuan's solution](#)

104.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[leidexuan's solution](#)

105.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[leidexuan's solution](#)

106.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[leidexuan's solution](#)

107.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[leidexuan's solution](#)

108.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[leidexuan's solution](#)

109.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[leidexuan's solution](#)

110.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[leidexuan's solution](#)

111.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[leidexuan's solution](#)

112.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[leidexuan's solution](#)

113.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[leidexuan's solution](#)

114.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leidexuan's solution](#)

115.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[leidexuan's solution](#)

116.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows

[leidexuan's solution](#)

117.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[leidexuan's solution](#)

118.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar

[leidexuan's solution](#)

119.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings
[leidexuan's solution](#)

120.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[leidexuan's solution](#)

121.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[leidexuan's solution](#)

122.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[leidexuan's solution](#)

123.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[leidexuan's solution](#)

124.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[leidexuan's solution](#)

125.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[leidexuan's solution](#)

126.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[leidexuan's solution](#)

127.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[leidexuan's solution](#)

128.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-03-01 · last AC: 2024-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[leidexuan's solution](#)

129.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[leidexuan's solution](#)

130.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leidexuan's solution](#)

131.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[leidexuan's solution](#)

132.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[leidexuan's solution](#)

133.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[leidexuan's solution](#)

134.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[leidexuan's solution](#)

135.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

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

[leidexuan's solution](#)

136.

102411D

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

Rating: — · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[leidexuan's solution](#)