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Unique solved — linyf

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

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

Filters: none

Count: 160

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[linyf's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[linyf's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[linyf's solution](#)

4.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[linyf's solution](#)

5.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[linyf's solution](#)

6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[linyf's solution](#)

7.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[linyf's solution](#)

8.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[linyf's solution](#)

9.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[linyf's solution](#)

10.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[linyf's solution](#)

11.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[linyf's solution](#)

12.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[linyf's solution](#)

13.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[linyf's solution](#)

14.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[linyf's solution](#)

15.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[linyf's solution](#)

16.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[linyf's solution](#)

17.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[linyf's solution](#)

18.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[linyf's solution](#)

19.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,542 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[linyf's solution](#)

20.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[linyf's solution](#)

21.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[linyf's solution](#)

22.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[linyf's solution](#)

23.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[linyf's solution](#)

24.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,163 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[linyf's solution](#)

25.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[linyf's solution](#)

26.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[linyf's solution](#)

27.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[linyf's solution](#)

28.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[linyf's solution](#)

29.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[linyf's solution](#)

30.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[linyf's solution](#)

31.

1927B

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

Quality: 38,131 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[linyf's solution](#)

32.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[linyf's solution](#)

33.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[linyf's solution](#)

34.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[linyf's solution](#)

35.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[linyf's solution](#)

36.

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[linyf's solution](#)

37.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,267 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[linyf's solution](#)

38.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[linyf's solution](#)

39.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[linyf's solution](#)

40.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[linyf's solution](#)

41.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[linyf's solution](#)

42.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[linyf's solution](#)

43.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[linyf's solution](#)

44.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[linyf's solution](#)

45.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[linyf's solution](#)

46.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[linyf's solution](#)

47.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[linyf's solution](#)

48.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[linyf's solution](#)

49.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[linyf's solution](#)

50.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[linyf's solution](#)

51.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[linyf's solution](#)

52.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,692 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[linyf's solution](#)

53.

2129A

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

Quality: 16,642 global accepts · Rating: 1300 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[linyf's solution](#)

54.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[linyf's solution](#)

55.

1927D

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

Quality: 33,177 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[linyf's solution](#)

56.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[linyf's solution](#)

57.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[linyf's solution](#)

58.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[linyf's solution](#)

59.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[linyf's solution](#)

60.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[linyf's solution](#)

61.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[linyf's solution](#)

62.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[linyf's solution](#)

63.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[linyf's solution](#)

64.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[linyf's solution](#)

65.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[linyf's solution](#)

66.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, two pointers

[linyf's solution](#)

67.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[linyf's solution](#)

68.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[linyf's solution](#)

69.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[linyf's solution](#)

70.

1925C

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

Rating: 1500 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[linyf's solution](#)

71.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[linyf's solution](#)

72.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures,

geometry, implementation, math, sortings

[linyf's solution](#)

73.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures

[linyf's solution](#)

74.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2022-08-27 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[linyf's solution](#)

75.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[linyf's solution](#)

76.

2046B

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

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[linyf's solution](#)

77.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[linyf's solution](#)

78.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[linyf's solution](#)

79.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[linyf's solution](#)

80.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[linyf's solution](#)

81.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[linyf's solution](#)

82.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[linyf's solution](#)

83.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[linyf's solution](#)

84.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[linyf's solution](#)

85.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[linyf's solution](#)

86.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[linyf's solution](#)

87.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[linyf's solution](#)

88.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[linyf's solution](#)

89.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[linyf's solution](#)

90.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[linyf's solution](#)

91.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[linyf's solution](#)

92.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[linyf's solution](#)

93.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[linyf's solution](#)

94.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[linyf's solution](#)

95.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[linyf's solution](#)

96.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[linyf's solution](#)

97.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[linyf's solution](#)

98.

2215B

[RReeppeettiitiiioonn](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[linyf's solution](#)

99.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

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100.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[linyf's solution](#)

101.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[linyf's solution](#)

102.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[linyf's solution](#)

103.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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104.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[linyf's solution](#)

105.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[linyf's solution](#)

106.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[linyf's solution](#)

107.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[linyf's solution](#)

108.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[linyf's solution](#)

109.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[linyf's solution](#)

110.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[linyf's solution](#)

111.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp,

greedy, math
[linyf's solution](#)

112.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[linyf's solution](#)

113.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[linyf's solution](#)

114.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[linyf's solution](#)

115.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[linyf's solution](#)

116.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[linyf's solution](#)

117.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[linyf's solution](#)

118.

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[linyf's solution](#)

119.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[linyf's solution](#)

120.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[linyf's solution](#)

121.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2024-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[linyf's solution](#)

122.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, games, graph matchings

[linyf's solution](#)

123.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[linyf's solution](#)

124.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[linyf's solution](#)

125.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[linyf's solution](#)

126.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[linyf's solution](#)

127.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[linyf's solution](#)

128.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[linyf's solution](#)

129.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[linyf's solution](#)

130.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[linyf's solution](#)

131.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[linyf's solution](#)

132.

2048G

[Kevin and Matrices](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[linyf's solution](#)

133.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[linyf's solution](#)

134.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[linyf's solution](#)

135.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[linyf's solution](#)

136.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[linyf's solution](#)

137.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[linyf's solution](#)

138.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, sortings

[linyf's solution](#)

139.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[linyf's solution](#)

140.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[linyf's solution](#)

141.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2024-08-19 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[linyf's solution](#)

142.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings
[linyf's solution](#)

143.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[linyf's solution](#)

144.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[linyf's solution](#)

145.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math
[linyf's solution](#)

146.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[linyf's solution](#)

147.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[linyf's solution](#)

148.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-05-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive
[linyf's solution](#)

149.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[linyf's solution](#)

150.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[linyf's solution](#)

151.

2023E

[Tree of Life](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3300 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[linyf's solution](#)

152.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[linyf's solution](#)

153.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp
[linyf's solution](#)

154.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[linyf's solution](#)

155.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees
[linyf's solution](#)

156.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[linyf's solution](#)

157.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2025-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, matrices
[linyf's solution](#)

158.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[linyf's solution](#)

159.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[linyf's solution](#)

160.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[linyf's solution](#)