

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

<https://cfelitetracker.vercel.app>

# Unique solved — makut

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

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

Filters: none

Count: 159

- 1.**  
1886A  
[Sum of Three](#) · [Tutorial](#)  
Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-21 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math  
[makut's solution](#)
- 2.**  
1392B  
[Omkar and Infinity Clock](#) · [Tutorial](#)  
Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[makut's solution](#)
- 3.**  
1392A  
[Omkar and Password](#) · [Tutorial](#)  
Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[makut's solution](#)
- 4.**  
1398B  
[Substring Removal Game](#) · [Tutorial](#)  
Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings  
[makut's solution](#)
- 5.**  
1398A  
[Bad Triangle](#) · [Tutorial](#)  
Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[makut's solution](#)
- 6.**  
1391B  
[Fix You](#) · [Tutorial](#)  
Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[makut's solution](#)
- 7.**  
1391A  
[Subarrays](#) · [Tutorial](#)  
Quality: 25,066 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[makut's solution](#)
- 8.**  
1393A  
[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)  
Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[makut's solution](#)
- 9.**  
1388A  
[Captain Flint and Crew Recruitment](#) · [Tutorial](#)  
Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[makut's solution](#)

**10.**

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[makut's solution](#)

**11.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,265 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[makut's solution](#)

**12.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[makut's solution](#)

**13.**

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,789 global accepts · Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[makut's solution](#)

**14.**

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, sortings  
[makut's solution](#)

**15.**

751A

[AFC8 A\\$0D 8](#)

Rating: 800 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[makut's solution](#)

**16.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[makut's solution](#)

**17.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[makut's solution](#)

**18.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation  
[makut's solution](#)

**19.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation  
[makut's solution](#)

**20.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation, math  
[makut's solution](#)

**21.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: implementation  
[makut's solution](#)

**22.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation  
[makut's solution](#)

**23.**

647A

[AäEOTeCø8 A\\$0D 8](#)

Rating: 800 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: —  
[makut's solution](#)

**24.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-02 · Python 3 (first AC) · Tags: \*special, implementation, interactive  
[makut's solution](#)

**25.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[makut's solution](#)

**26.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[makut's solution](#)

**27.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[makut's solution](#)

**28.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings  
[makut's solution](#)

**29.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[makut's solution](#)

**30.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: implementation  
[makut's solution](#)

**31.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation  
[makut's solution](#)

- 32.**  
670A  
[Holidays](#) · [Tutorial](#)  
Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[makut's solution](#)
- 33.**  
1388B  
[Captain Flint and a Long Voyage](#) · [Tutorial](#)  
Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[makut's solution](#)
- 34.**  
1293B  
[JOE is on TV!](#) · [Tutorial](#)  
Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[makut's solution](#)
- 35.**  
822B  
[Crossword solving](#) · [Tutorial](#)  
Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[makut's solution](#)
- 36.**  
805B  
[3-palindrome](#) · [Tutorial](#)  
Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[makut's solution](#)
- 37.**  
805A  
[Fake NP](#) · [Tutorial](#)  
Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[makut's solution](#)
- 38.**  
727A  
[Transformation: from A to B](#) · [Tutorial](#)  
Quality: 18,028 global accepts · Rating: 1000 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math  
[makut's solution](#)
- 39.**  
680B  
[Bear and Finding Criminals](#) · [Tutorial](#)  
Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[makut's solution](#)
- 40.**  
1A  
[Theatre Square](#) · [Tutorial](#)  
Quality: 320,314 global accepts · Rating: 1000 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: math  
[makut's solution](#)
- 41.**  
641A  
[Little Artem and Grasshopper](#) · [Tutorial](#)  
Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: implementation  
[makut's solution](#)
- 42.**  
670B  
[Game of Robots](#) · [Tutorial](#)  
Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: implementation

[makut's solution](#)

**43.**

649A

[A: NO 80ÄKCR GC,,AC´0 Aô>C´8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[makut's solution](#)

**44.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[makut's solution](#)

**45.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[makut's solution](#)

**46.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[makut's solution](#)

**47.**

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2016-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[makut's solution](#)

**48.**

682A

[Alyona and Numbers](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[makut's solution](#)

**49.**

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[makut's solution](#)

**50.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-08-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[makut's solution](#)

**51.**

706B

[Interesting drink](#) · [Tutorial](#)

Quality: 84,489 global accepts · Rating: 1100 · first AC: 2016-08-11 · last AC: 2016-08-12 · GNU C++ (first AC) · Tags: binary search, dp, implementation

[makut's solution](#)

**52.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[makut's solution](#)

**53.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: games, math

[makut's solution](#)

**54.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-21 · Python 3 (first AC) · Tags: binary search, geometry, math

[makut's solution](#)

**55.**

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[makut's solution](#)

**56.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[makut's solution](#)

**57.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[makut's solution](#)

**58.**

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · Perl (first AC) · Tags: \*special, constructive algorithms, greedy, implementation

[makut's solution](#)

**59.**

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, two pointers

[makut's solution](#)

**60.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[makut's solution](#)

**61.**

751B

[AöD\\$! Aö>C`8C#0D ?C](#)

Rating: 1200 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special

[makut's solution](#)

**62.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[makut's solution](#)

**63.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[makut's solution](#)

**64.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[makut's solution](#)

**65.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[makut's solution](#)

**66.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1200 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[makut's solution](#)

**67.**

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, strings

[makut's solution](#)

**68.**

647B

[A ~~76D~~=Cä5 CÔ5C >](#)

Rating: 1200 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: —

[makut's solution](#)

**69.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[makut's solution](#)

**70.**

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[makut's solution](#)

**71.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[makut's solution](#)

**72.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[makut's solution](#)

**73.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[makut's solution](#)

**74.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,001 global accepts · Rating: 1300 · first AC: 2016-05-05 · last AC: 2016-08-23 · GNU C++ (first AC) · Tags: implementation, sortings

[makut's solution](#)

**75.**

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[makut's solution](#)

**76.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[makut's solution](#)

**77.**

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[makut's solution](#)

**78.**

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[makut's solution](#)

**79.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2016-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[makut's solution](#)

**80.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[makut's solution](#)

**81.**

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[makut's solution](#)

**82.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[makut's solution](#)

**83.**

649B

[BOBC](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms

[makut's solution](#)

**84.**

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math  
[makut's solution](#)

**85.**

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[makut's solution](#)

**86.**

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[makut's solution](#)

**87.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[makut's solution](#)

**88.**

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · PHP (first AC) · Tags: \*special, constructive algorithms, implementation, sortings  
[makut's solution](#)

**89.**

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[makut's solution](#)

**90.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,734 global accepts · Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[makut's solution](#)

**91.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[makut's solution](#)

**92.**

100950C

[Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[makut's solution](#)

**93.**

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[makut's solution](#)

**94.**

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[makut's solution](#)

**95.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: binary search, implementation  
[makut's solution](#)

**96.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-21 · Python 3 (first AC) · Tags: implementation, strings  
[makut's solution](#)

**97.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[makut's solution](#)

**98.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[makut's solution](#)

**99.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings  
[makut's solution](#)

**100.**

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: \*special, implementation, strings  
[makut's solution](#)

**101.**

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,018 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[makut's solution](#)

**102.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,646 global accepts · Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[makut's solution](#)

**103.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2016-11-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[makut's solution](#)

**104.**

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-22 · Python 3 (first AC) · Tags: expression parsing, implementation, strings  
[makut's solution](#)

**105.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[makut's solution](#)

**106.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-11 · GNU C++ (first AC) · Tags: dp, strings  
[makut's solution](#)

**107.**

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-07 · last AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation  
[makut's solution](#)

**108.**

649D

[AD50D@C 3CÄ5CÖBC FC,,O Cö0CÄOD\\$8](#)

Quality: 434 global accepts · Rating: 1600 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation  
[makut's solution](#)

**109.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[makut's solution](#)

**110.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[makut's solution](#)

**111.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees  
[makut's solution](#)

**112.**

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings  
[makut's solution](#)

**113.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[makut's solution](#)

**114.**

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings  
[makut's solution](#)

**115.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[makut's solution](#)

**116.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · last AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[makut's solution](#)

**117.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-05 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[makut's solution](#)

**118.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2020-10-08 · last AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[makut's solution](#)

**119.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[makut's solution](#)

**120.**

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[makut's solution](#)

**121.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[makut's solution](#)

**122.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[makut's solution](#)

**123.**

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[makut's solution](#)

**124.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[makut's solution](#)

**125.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2016-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, greedy

[makut's solution](#)

**126.**

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees  
[makut's solution](#)

**127.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math  
[makut's solution](#)

**128.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[makut's solution](#)

**129.**

709D

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

Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[makut's solution](#)

**130.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings  
[makut's solution](#)

**131.**

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings  
[makut's solution](#)

**132.**

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[makut's solution](#)

**133.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[makut's solution](#)

**134.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[makut's solution](#)

**135.**

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-08-16 · last AC: 2016-08-30 · GNU C++ (first AC) · Tags: data structures, dp  
[makut's solution](#)

**136.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[makut's solution](#)

**137.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[makut's solution](#)

**138.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[makut's solution](#)

**139.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[makut's solution](#)

**140.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[makut's solution](#)

**141.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[makut's solution](#)

**142.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[makut's solution](#)

**143.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[makut's solution](#)

**144.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[makut's solution](#)

**145.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2016-11-07 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[makut's solution](#)

**146.**

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[makut's solution](#)

**147.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[makut's solution](#)

**148.**

100910F

[A 5D;Dö=CD>C`8CÄ?D BD >C•](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**149.**

100910H

[B 8C;C\\$>CR ?Cä;CP](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**150.**

100910E

[A 5D;5D BD >CT=C,,5](#)

Rating: — · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**151.**

100631C

[B\\$;D 6CTAD\\$2CT=CÔKC' ?C @C 4](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**152.**

100631D

[A 8C;0L Cä=D² @C 7C\\$;CT:C ND\\$ADö](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**153.**

100631B

[A 5C;CÔBD >C`LCÔDò 7C :D4?C=0](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**154.**

100631A

[A\\$;C 4D4HCÔKCR HC @C,,:C€](#)

Rating: — · first AC: 2017-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**155.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · last AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[makut's solution](#)

**156.**

100717A

[B-GC 4D\\$LCR C,,AD\\$5D 0 A 8CÔ0](#)

Rating: — · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[makut's solution](#)

**157.**

100717B

[A@C#D4;C#0 C#> C#0D :D0](#)

Rating: — · first AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[makut's solution](#)

**158.**

1008827

[A.,=D\\$D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —  
[makut's solution](#)

**159.**

1008811

[A@C#7D°](#)

Rating: — · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: —  
[makut's solution](#)