

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

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# Unique solved — mctikhapaneer

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

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

Filters: none

Count: 128

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-07 · Java 21 (first AC) · Tags: math

[mctikhapaneer's solution](#)

2.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[mctikhapaneer's solution](#)

3.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-28 · Java 21 (first AC) · Tags: implementation, math

[mctikhapaneer's solution](#)

4.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-22 · Java 21 (first AC) · Tags: math

[mctikhapaneer's solution](#)

5.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-22 · Java 21 (first AC) · Tags: greedy, implementation

[mctikhapaneer's solution](#)

6.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · Java 21 (first AC) · Tags: brute force, implementation

[mctikhapaneer's solution](#)

7.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-03 · Java 21 (first AC) · Tags: brute force, math

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8.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: games, greedy, sortings

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9.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: greedy, strings

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10.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: constructive algorithms  
[mctikhapaneer's solution](#)

**11.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · Java 21 (first AC) · Tags: greedy, implementation  
[mctikhapaneer's solution](#)

**12.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: implementation, math  
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**13.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math, number theory  
[mctikhapaneer's solution](#)

**14.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[mctikhapaneer's solution](#)

**15.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[mctikhapaneer's solution](#)

**16.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2023-08-13 · Java 17 (first AC) · Tags: brute force, implementation, strings  
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**17.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[mctikhapaneer's solution](#)

**18.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[mctikhapaneer's solution](#)

**19.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[mctikhapaneer's solution](#)

**20.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[mctikhapaneer's solution](#)

**21.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,334 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[mctikhapaneer's solution](#)

**22.**

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: data structures, greedy  
[mctikhapaneer's solution](#)

**23.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · Java 21 (first AC) · Tags: data structures, greedy  
[mctikhapaneer's solution](#)

**24.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[mctikhapaneer's solution](#)

**25.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[mctikhapaneer's solution](#)

**26.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-07 · Java 21 (first AC) · Tags: greedy, implementation  
[mctikhapaneer's solution](#)

**27.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: brute force, greedy  
[mctikhapaneer's solution](#)

**28.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[mctikhapaneer's solution](#)

**29.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[mctikhapaneer's solution](#)

**30.**

1858C

[Yet Another Permutation Problem](#) · [Tutorial](#)

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · Java 17 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[mctikhapaneer's solution](#)

**31.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,389 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math,

sortings

[mctikhapaneer's solution](#)

**32.**

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · Java 21 (first AC) · Tags: constructive algorithms, dp, greedy, math

[mctikhapaneer's solution](#)

**33.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-22 · Java 21 (first AC) · Tags: binary search, greedy, math

[mctikhapaneer's solution](#)

**34.**

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 1100 · first AC: 2024-09-03 · Java 21 (first AC) · Tags: implementation, math

[mctikhapaneer's solution](#)

**35.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · Java 21 (first AC) · Tags: games, greedy, sortings

[mctikhapaneer's solution](#)

**36.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: greedy, math, sortings

[mctikhapaneer's solution](#)

**37.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: implementation, math

[mctikhapaneer's solution](#)

**38.**

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math

[mctikhapaneer's solution](#)

**39.**

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: greedy, number theory

[mctikhapaneer's solution](#)

**40.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mctikhapaneer's solution](#)

**41.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2023-07-14 · Java 17 (first AC) · Tags: greedy, implementation, strings

[mctikhapaneer's solution](#)

**42.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[mctikhapaneer's solution](#)

**43.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-07 · Java 21 (first AC) · Tags: chinese remainder theorem, math, number theory

[mctikhapaneer's solution](#)

**44.**

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · Java 21 (first AC) · Tags: binary search, brute force, greedy, two pointers

[mctikhapaneer's solution](#)

**45.**

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2024-05-28 · Java 21 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[mctikhapaneer's solution](#)

**46.**

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2023-08-23 · Java 17 (first AC) · Tags: brute force, greedy

[mctikhapaneer's solution](#)

**47.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[mctikhapaneer's solution](#)

**48.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2023-08-20 · Java 17 (first AC) · Tags: constructive algorithms, greedy, sortings

[mctikhapaneer's solution](#)

**49.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · Java 17 (first AC) · Tags: math, sortings, trees

[mctikhapaneer's solution](#)

**50.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2023-08-06 · Java 17 (first AC) · Tags: games, greedy

[mctikhapaneer's solution](#)

**51.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[mctikhapaneer's solution](#)

**52.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[mctikhapaneer's solution](#)

**53.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[mctikhapaneer's solution](#)

**54.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[mctikhapaneer's solution](#)

**55.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[mctikhapaneer's solution](#)

**56.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-07-14 · Java 17 (first AC) · Tags: dp, greedy, strings  
[mctikhapaneer's solution](#)

**57.**

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · Java 21 (first AC) · Tags: geometry, math  
[mctikhapaneer's solution](#)

**58.**

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · Java 21 (first AC) · Tags: binary search, math, ternary search  
[mctikhapaneer's solution](#)

**59.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,668 global accepts · Rating: 1400 · first AC: 2024-09-02 · Java 21 (first AC) · Tags: combinatorics, math, number theory  
[mctikhapaneer's solution](#)

**60.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-08-22 · Java 21 (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[mctikhapaneer's solution](#)

**61.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2024-06-22 · Java 21 (first AC) · Tags: binary search, greedy, math, sortings  
[mctikhapaneer's solution](#)

**62.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2024-05-24 · Java 21 (first AC) · Tags: binary search, brute force, implementation, two pointers  
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**63.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2023-09-01 · Java 17 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[mctikhapaneer's solution](#)

- 64.**  
1749C  
[Number Game](#) · [Tutorial](#)  
Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation  
[mctikhaneer's solution](#)
- 65.**  
1183C  
[Computer Game](#) · [Tutorial](#)  
Quality: 15,046 global accepts · Rating: 1400 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[mctikhaneer's solution](#)
- 66.**  
1184B1  
[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)  
Quality: 6,222 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[mctikhaneer's solution](#)
- 67.**  
253B  
[Physics Practical](#) · [Tutorial](#)  
Quality: 12,373 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers  
[mctikhaneer's solution](#)
- 68.**  
550A  
[Two Substrings](#) · [Tutorial](#)  
Quality: 43,649 global accepts · Rating: 1500 · first AC: 2024-09-19 · Java 21 (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[mctikhaneer's solution](#)
- 69.**  
1742G  
[Orray](#) · [Tutorial](#)  
Quality: 13,266 global accepts · Rating: 1500 · first AC: 2024-08-30 · Java 21 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings  
[mctikhaneer's solution](#)
- 70.**  
2003D1  
[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)  
Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · Java 21 (first AC) · Tags: greedy, math  
[mctikhaneer's solution](#)
- 71.**  
1621B  
[Integers Shop](#) · [Tutorial](#)  
Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: data structures, greedy, implementation  
[mctikhaneer's solution](#)
- 72.**  
702C  
[Cellular Network](#) · [Tutorial](#)  
Quality: 22,898 global accepts · Rating: 1500 · first AC: 2024-08-25 · Java 21 (first AC) · Tags: binary search, implementation, two pointers  
[mctikhaneer's solution](#)
- 73.**  
2001C  
[Guess The Tree](#) · [Tutorial](#)  
Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-22 · Java 21 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[mctikhaneer's solution](#)
- 74.**  
839C  
[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-05-29 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees  
[mctikhapaneer's solution](#)

**75.**

437B

[The Child and Set](#) · Tutorial

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-08-30 · Java 17 (first AC) · Tags: bitmasks, greedy, implementation, sortings  
[mctikhapaneer's solution](#)

**76.**

1690E

[Price Maximization](#) · Tutorial

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2023-08-29 · Java 17 (first AC) · Tags: binary search, greedy, math, two pointers  
[mctikhapaneer's solution](#)

**77.**

1389C

[Good String](#) · Tutorial

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, two pointers  
[mctikhapaneer's solution](#)

**78.**

709B

[Checkpoints](#) · Tutorial

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2023-08-21 · Java 17 (first AC) · Tags: greedy, implementation, sortings  
[mctikhapaneer's solution](#)

**79.**

1278B

[A and B](#) · Tutorial

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[mctikhapaneer's solution](#)

**80.**

1552B

[Running for Gold](#) · Tutorial

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2023-08-20 · Java 17 (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[mctikhapaneer's solution](#)

**81.**

455A

[Boredom](#) · Tutorial

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2023-08-13 · Java 17 (first AC) · Tags: dp  
[mctikhapaneer's solution](#)

**82.**

580C

[Kefa and Park](#) · Tutorial

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2023-08-08 · Java 17 (first AC) · Tags: dfs and similar, graphs, trees  
[mctikhapaneer's solution](#)

**83.**

231B

[Magic, Wizardry and Wonders](#) · Tutorial

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2023-08-06 · Java 17 (first AC) · Tags: constructive algorithms, greedy  
[mctikhapaneer's solution](#)

**84.**

1759E

[The Humanoid](#) · Tutorial

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings  
[mctikhapaneer's solution](#)

**85.**

1842C

[Tenzing and Balls](#) · Tutorial

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[mctikhaneer's solution](#)

**86.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[mctikhaneer's solution](#)

**87.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[mctikhaneer's solution](#)

**88.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers  
[mctikhaneer's solution](#)

**89.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[mctikhaneer's solution](#)

**90.**

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-31 · Java 17 (first AC) · Tags: greedy, sortings, two pointers  
[mctikhaneer's solution](#)

**91.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2023-08-31 · Java 17 (first AC) · Tags: binary search, greedy, sortings, two pointers  
[mctikhaneer's solution](#)

**92.**

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2023-08-15 · Java 17 (first AC) · Tags: combinatorics, math  
[mctikhaneer's solution](#)

**93.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2023-08-11 · Java 17 (first AC) · Tags: trees  
[mctikhaneer's solution](#)

**94.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2023-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[mctikhaneer's solution](#)

**95.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees  
[mctikhaneer's solution](#)

**96.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[mctikhaneer's solution](#)

**97.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2023-09-01 · Java 17 (first AC) · Tags: combinatorics, math

[mctikhaneer's solution](#)

**98.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[mctikhaneer's solution](#)

**99.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2023-08-25 · Java 17 (first AC) · Tags: greedy, implementation

[mctikhaneer's solution](#)

**100.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2023-08-24 · Java 17 (first AC) · Tags: combinatorics, data structures, implementation, math

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**101.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[mctikhaneer's solution](#)

**102.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[mctikhaneer's solution](#)

**103.**

2211C2

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

Quality: 3,681 global accepts · Rating: 1800 · first AC: 2026-03-28 · Java 21 (first AC) · Tags: constructive algorithms, dsu, greedy

[mctikhaneer's solution](#)

**104.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2023-08-23 · Java 17 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[mctikhaneer's solution](#)

**105.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · Java 21 (first AC) · Tags: greedy, implementation, math

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**106.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · Java 21 (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[mctikhapaneer's solution](#)

**107.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2024-06-14 · Java 21 (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[mctikhapaneer's solution](#)

**108.**

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: constructive algorithms, math, strings, trees

[mctikhapaneer's solution](#)

**109.**

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · Java 21 (first AC) · Tags: dp, greedy, number theory

[mctikhapaneer's solution](#)

**110.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-27 · Java 21 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[mctikhapaneer's solution](#)

**111.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: — · first AC: 2026-05-06 · Java 21 (first AC) · Tags: binary search, dp, math, sortings, two pointers

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**112.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: — · first AC: 2026-04-28 · Java 21 (first AC) · Tags: data structures, greedy, math, two pointers

[mctikhapaneer's solution](#)

**113.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: — · first AC: 2026-04-28 · Java 21 (first AC) · Tags: constructive algorithms, dp, greedy, math

[mctikhapaneer's solution](#)

**114.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: — · first AC: 2026-04-28 · Java 21 (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[mctikhapaneer's solution](#)

**115.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,099 global accepts · Rating: — · first AC: 2026-04-28 · Java 21 (first AC) · Tags: greedy, math, number theory

[mctikhapaneer's solution](#)

**116.**

2226A

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

Quality: 11,232 global accepts · Rating: — · first AC: 2026-04-28 · Java 21 (first AC) · Tags: greedy, math  
[mctikhapaneer's solution](#)

**117.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: constructive algorithms, geometry, math  
[mctikhapaneer's solution](#)

**118.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: bitmasks, brute force, math  
[mctikhapaneer's solution](#)

**119.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: dp, greedy  
[mctikhapaneer's solution](#)

**120.**

2225B

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

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: brute force, greedy  
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**121.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · Java 21 (first AC) · Tags: greedy, math  
[mctikhapaneer's solution](#)

**122.**

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[mctikhapaneer's solution](#)

**123.**

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: binary search, interactive  
[mctikhapaneer's solution](#)

**124.**

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: binary search, interactive  
[mctikhapaneer's solution](#)

**125.**

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: brute force, math  
[mctikhapaneer's solution](#)

**126.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: greedy  
[mctikhapaneer's solution](#)

**127.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,145 global accepts · Rating: — · first AC: 2026-04-13 · Java 21 (first AC) · Tags: greedy, sortings  
[mctikhaneer's solution](#)

**128.**

393B

[Three matrices](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: — · first AC: 2023-08-11 · Java 17 (first AC) · Tags: —  
[mctikhaneer's solution](#)