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Unique solved — mono 1729

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

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

Filters: none

Count: 138

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,565 global accepts · Rating: 800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mono_1729's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,219 global accepts · Rating: 800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mono_1729's solution](#)

3.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[mono_1729's solution](#)

4.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[mono_1729's solution](#)

5.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[mono_1729's solution](#)

6.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mono_1729's solution](#)

7.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[mono_1729's solution](#)

8.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mono_1729's solution](#)

9.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[mono_1729's solution](#)

10.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[mono_1729's solution](#)

11.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[mono_1729's solution](#)

12.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[mono_1729's solution](#)

13.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[mono_1729's solution](#)

14.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[mono_1729's solution](#)

15.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[mono_1729's solution](#)

16.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory
[mono_1729's solution](#)

17.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[mono_1729's solution](#)

18.

2030A

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

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[mono_1729's solution](#)

19.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers
[mono_1729's solution](#)

20.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[mono_1729's solution](#)

21.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[mono_1729's solution](#)

22.

2002A

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

Quality: 21,315 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[mono_1729's solution](#)

23.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,519 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[mono_1729's solution](#)

24.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,551 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mono_1729's solution](#)

25.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mono_1729's solution](#)

26.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[mono_1729's solution](#)

27.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[mono_1729's solution](#)

28.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,824 global accepts · Rating: 1000 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[mono_1729's solution](#)

29.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[mono_1729's solution](#)

30.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[mono_1729's solution](#)

31.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[mono_1729's solution](#)

32.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[mono_1729's solution](#)

33.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[mono_1729's solution](#)

34.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[mono_1729's solution](#)

35.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mono_1729's solution](#)

36.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[mono_1729's solution](#)

37.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[mono_1729's solution](#)

38.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[mono_1729's solution](#)

39.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[mono_1729's solution](#)

40.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[mono_1729's solution](#)

41.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[mono_1729's solution](#)

42.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[mono_1729's solution](#)

43.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[mono_1729's solution](#)

44.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[mono_1729's solution](#)

45.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[mono_1729's solution](#)

46.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[mono_1729's solution](#)

47.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[mono_1729's solution](#)

48.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[mono_1729's solution](#)

49.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[mono_1729's solution](#)

50.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing,

implementation

[mono_1729's solution](#)

51.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[mono_1729's solution](#)

52.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[mono_1729's solution](#)

53.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mono_1729's solution](#)

54.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

55.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[mono_1729's solution](#)

56.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[mono_1729's solution](#)

57.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[mono_1729's solution](#)

58.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[mono_1729's solution](#)

59.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[mono_1729's solution](#)

60.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,221 global accepts · Rating: 1400 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[mono_1729's solution](#)

61.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[mono_1729's solution](#)

62.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[mono_1729's solution](#)

63.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[mono_1729's solution](#)

64.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[mono_1729's solution](#)

65.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[mono_1729's solution](#)

66.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[mono_1729's solution](#)

67.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[mono_1729's solution](#)

68.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,369 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[mono_1729's solution](#)

69.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[mono_1729's solution](#)

70.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory
[mono_1729's solution](#)

71.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[mono_1729's solution](#)

72.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,566 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[mono_1729's solution](#)

73.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees
[mono_1729's solution](#)

74.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[mono_1729's solution](#)

75.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[mono_1729's solution](#)

76.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[mono_1729's solution](#)

77.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 1700 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[mono_1729's solution](#)

78.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[mono_1729's solution](#)

79.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[mono_1729's solution](#)

80.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[mono_1729's solution](#)

81.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[mono_1729's solution](#)

82.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[mono_1729's solution](#)

83.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[mono_1729's solution](#)

84.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[mono_1729's solution](#)

85.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 1800 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[mono_1729's solution](#)

86.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[mono_1729's solution](#)

87.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,138 global accepts · Rating: 1800 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[mono_1729's solution](#)

88.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[mono_1729's solution](#)

89.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[mono_1729's solution](#)

90.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[mono_1729's solution](#)

91.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[mono_1729's solution](#)

92.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-17 · last AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[mono_1729's solution](#)

93.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[mono_1729's solution](#)

94.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[mono_1729's solution](#)

95.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[mono_1729's solution](#)

96.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[mono_1729's solution](#)

97.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-02 · last AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[mono_1729's solution](#)

98.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[mono_1729's solution](#)

99.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, sortings

[mono_1729's solution](#)

100.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[mono_1729's solution](#)

101.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[mono_1729's solution](#)

102.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[mono_1729's solution](#)

103.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[mono_1729's solution](#)

104.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

105.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[mono_1729's solution](#)

106.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[mono_1729's solution](#)

107.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[mono_1729's solution](#)

108.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[mono_1729's solution](#)

109.

2150C

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

Quality: 2,661 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[mono_1729's solution](#)

110.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[mono_1729's solution](#)

111.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
[mono_1729's solution](#)

112.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers
[mono_1729's solution](#)

113.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math
[mono_1729's solution](#)

114.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
[mono_1729's solution](#)

115.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[mono_1729's solution](#)

116.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar
[mono_1729's solution](#)

117.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, string suffix structures, strings
[mono_1729's solution](#)

118.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, shortest paths
[mono_1729's solution](#)

119.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[mono_1729's solution](#)

120.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

121.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · last AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[mono_1729's solution](#)

122.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[mono_1729's solution](#)

123.

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[mono_1729's solution](#)

124.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-30 · last AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[mono_1729's solution](#)

125.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[mono_1729's solution](#)

126.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[mono_1729's solution](#)

127.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[mono_1729's solution](#)

128.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[mono_1729's solution](#)

129.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[mono_1729's solution](#)

130.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[mono_1729's solution](#)

131.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[mono_1729's solution](#)

132.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

133.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

134.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

135.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

136.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

137.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)

138.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[mono_1729's solution](#)