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Unique solved — montes332

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

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

Filters: none

Count: 202

- 1.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[montes332's solution](#)
- 2.**
1143A
[The Doors](#) · [Tutorial](#)
Quality: 14,041 global accepts · Rating: 800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)
- 3.**
1030A
[In Search of an Easy Problem](#) · [Tutorial](#)
Quality: 171,499 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)
- 4.**
116A
[Tram](#) · [Tutorial](#)
Quality: 176,581 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)
- 5.**
271A
[Beautiful Year](#) · [Tutorial](#)
Quality: 177,773 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[montes332's solution](#)
- 6.**
677A
[Vanya and Fence](#) · [Tutorial](#)
Quality: 180,677 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)
- 7.**
41A
[Translation](#) · [Tutorial](#)
Quality: 188,495 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)
- 8.**
734A
[Anton and Danik](#) · [Tutorial](#)
Quality: 195,576 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)
- 9.**
110A
[Nearly Lucky Number](#) · [Tutorial](#)
Quality: 199,538 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

10.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,538 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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11.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)

12.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,259 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[montes332's solution](#)

13.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[montes332's solution](#)

14.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,627 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

15.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,202 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math
[montes332's solution](#)

16.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,296 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

17.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,053 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)

18.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,430 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings
[montes332's solution](#)

19.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,106 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[montes332's solution](#)

20.

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,314 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)

21.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,079 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

22.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[montes332's solution](#)

23.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,494 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
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24.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,155 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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25.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[montes332's solution](#)

26.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[montes332's solution](#)

27.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
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28.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,385 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[montes332's solution](#)

29.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings
[montes332's solution](#)

30.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,193 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[montes332's solution](#)

31.

1328A

[Divisibility Problem](#) · [Tutorial](#)

Quality: 131,933 global accepts · Rating: 800 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[montes332's solution](#)

32.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[montes332's solution](#)

33.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[montes332's solution](#)

34.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,567 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[montes332's solution](#)

35.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,960 global accepts · Rating: 800 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[montes332's solution](#)

36.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[montes332's solution](#)

37.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, implementation

[montes332's solution](#)

38.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,384 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[montes332's solution](#)

39.

231A

[Team](#) · [Tutorial](#)

Quality: 430,364 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[montes332's solution](#)

40.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,380 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[montes332's solution](#)

41.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[montes332's solution](#)

42.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,567 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math

[montes332's solution](#)

43.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,767 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[montes332's solution](#)

44.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[montes332's solution](#)

45.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,192 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation

[montes332's solution](#)

46.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2026-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[montes332's solution](#)

47.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

[montes332's solution](#)

48.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[montes332's solution](#)

49.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[montes332's solution](#)

50.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[montes332's solution](#)

51.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[montes332's solution](#)

52.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,924 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[montes332's solution](#)

53.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,708 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[montes332's solution](#)

54.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[montes332's solution](#)

55.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[montes332's solution](#)

56.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,024 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[montes332's solution](#)

57.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[montes332's solution](#)

58.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,739 global accepts · Rating: 900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[montes332's solution](#)

59.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math

[montes332's solution](#)

60.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,136 global accepts · Rating: 900 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[montes332's solution](#)

61.

2217B

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

Quality: 16,087 global accepts · Rating: 1000 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[montes332's solution](#)

62.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dsu, math

[montes332's solution](#)

63.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[montes332's solution](#)

64.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,388 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

65.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,508 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[montes332's solution](#)

66.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,991 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
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67.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[montes332's solution](#)

68.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,820 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[montes332's solution](#)

69.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[montes332's solution](#)

70.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[montes332's solution](#)

71.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[montes332's solution](#)

72.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math
[montes332's solution](#)

73.

2203B

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

Quality: 14,318 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[montes332's solution](#)

74.

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[montes332's solution](#)

75.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[montes332's solution](#)

76.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,022 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[montes332's solution](#)

77.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[montes332's solution](#)

78.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[montes332's solution](#)

79.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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80.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,096 global accepts · Rating: 1100 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[montes332's solution](#)

81.

706B

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

Quality: 84,482 global accepts · Rating: 1100 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation

[montes332's solution](#)

82.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, greedy, implementation

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83.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: dp, greedy

[montes332's solution](#)

84.

368B

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

Quality: 49,907 global accepts · Rating: 1100 · first AC: 2026-02-25 · PyPy 3-64 (first AC) · Tags: data structures, dp
[montes332's solution](#)

85.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[montes332's solution](#)

86.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory
[montes332's solution](#)

87.

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers
[montes332's solution](#)

88.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers
[montes332's solution](#)

89.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[montes332's solution](#)

90.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[montes332's solution](#)

91.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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92.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math
[montes332's solution](#)

93.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[montes332's solution](#)

94.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[montes332's solution](#)

95.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, sortings
[montes332's solution](#)

96.

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[montes332's solution](#)

97.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[montes332's solution](#)

98.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[montes332's solution](#)

99.

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[montes332's solution](#)

100.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2026-02-08 · Python 3 (first AC) · Tags: greedy, strings, two pointers
[montes332's solution](#)

101.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · last AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[montes332's solution](#)

102.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[montes332's solution](#)

103.

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[montes332's solution](#)

104.

330B

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

Quality: 19,388 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs
[montes332's solution](#)

105.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2026-03-22 · last AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[montes332's solution](#)

106.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
[montes332's solution](#)

107.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[montes332's solution](#)

108.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,191 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[montes332's solution](#)

109.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,795 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[montes332's solution](#)

110.

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy
[montes332's solution](#)

111.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[montes332's solution](#)

112.

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[montes332's solution](#)

113.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2026-04-12 · last AC: 2026-05-03 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory
[montes332's solution](#)

114.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2026-04-11 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms
[montes332's solution](#)

115.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2026-04-11 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[montes332's solution](#)

116.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[montes332's solution](#)

117.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2026-04-11 · last AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[montes332's solution](#)

118.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: brute force, math
[montes332's solution](#)

119.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[montes332's solution](#)

120.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[montes332's solution](#)

121.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[montes332's solution](#)

122.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory
[montes332's solution](#)

123.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[montes332's solution](#)

124.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings, two pointers

[montes332's solution](#)

125.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,251 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[montes332's solution](#)

126.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[montes332's solution](#)

127.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[montes332's solution](#)

128.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[montes332's solution](#)

129.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[montes332's solution](#)

130.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,955 global accepts · Rating: 1400 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[montes332's solution](#)

131.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force

[montes332's solution](#)

132.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[montes332's solution](#)

133.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[montes332's solution](#)

134.

279B

[Books](#) · [Tutorial](#)

Quality: 72,460 global accepts · Rating: 1400 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[montes332's solution](#)

135.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[montes332's solution](#)

136.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[montes332's solution](#)

137.

26B

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[montes332's solution](#)

138.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[montes332's solution](#)

139.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2026-02-01 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[montes332's solution](#)

140.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[montes332's solution](#)

141.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,487 global accepts · Rating: 1500 · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, trees

[montes332's solution](#)

142.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2026-04-26 · PyPy 3-64 (first AC) · Tags: dp

[montes332's solution](#)

143.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2026-04-14 · last AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[montes332's solution](#)

144.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[montes332's solution](#)

145.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,209 global accepts · Rating: 1500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[montes332's solution](#)

146.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[montes332's solution](#)

147.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[montes332's solution](#)

148.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[montes332's solution](#)

149.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[montes332's solution](#)

150.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs
[montes332's solution](#)

151.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings
[montes332's solution](#)

152.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2026-03-07 · last AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[montes332's solution](#)

153.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms
[montes332's solution](#)

154.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
[montes332's solution](#)

155.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[montes332's solution](#)

156.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[montes332's solution](#)

157.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,061 global accepts · Rating: 1600 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[montes332's solution](#)

158.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[montes332's solution](#)

159.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees
[montes332's solution](#)

160.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[montes332's solution](#)

161.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation
[montes332's solution](#)

162.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[montes332's solution](#)

163.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math
[montes332's solution](#)

164.

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory
[montes332's solution](#)

165.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[montes332's solution](#)

166.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[montes332's solution](#)

167.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[montes332's solution](#)

168.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[montes332's solution](#)

169.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[montes332's solution](#)

170.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: dp

[montes332's solution](#)

171.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[montes332's solution](#)

172.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[montes332's solution](#)

173.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2026-03-22 · last AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[montes332's solution](#)

174.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[montes332's solution](#)

175.

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy
[montes332's solution](#)

176.

2202D

[Recollect Numbers](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[montes332's solution](#)

177.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings
[montes332's solution](#)

178.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[montes332's solution](#)

179.

1552D

[Array Differentiation](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2026-03-15 · last AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[montes332's solution](#)

180.

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[montes332's solution](#)

181.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings
[montes332's solution](#)

182.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[montes332's solution](#)

183.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2026-05-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, math
[montes332's solution](#)

184.

2215B

[RReepppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[montes332's solution](#)

185.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[montes332's solution](#)

186.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[montes332's solution](#)

187.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[montes332's solution](#)

188.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[montes332's solution](#)

189.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[montes332's solution](#)

190.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[montes332's solution](#)

191.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[montes332's solution](#)

192.

2172L

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

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[montes332's solution](#)

193.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[montes332's solution](#)

194.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[montes332's solution](#)

195.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[montes332's solution](#)

196.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[montes332's solution](#)

197.

2222E

[Seek the Truth](#) · [Tutorial](#)

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