

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

<https://cfelitetracker.vercel.app>

Unique solved — neither

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

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

Filters: none

Count: 141

1.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[neither's solution](#)

2.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[neither's solution](#)

3.

750A

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

Quality: 92,560 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math

[neither's solution](#)

4.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,842 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[neither's solution](#)

5.

723A

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

Quality: 100,722 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings

[neither's solution](#)

6.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,163 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: math

[neither's solution](#)

7.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[neither's solution](#)

8.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, math

[neither's solution](#)

9.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[neither's solution](#)

10.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: implementation, math
[neither's solution](#)

11.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[neither's solution](#)

12.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,843 global accepts · Rating: 900 · first AC: 2017-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, sortings
[neither's solution](#)

13.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[neither's solution](#)

14.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation
[neither's solution](#)

15.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,775 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: dp, greedy
[neither's solution](#)

16.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation
[neither's solution](#)

17.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[neither's solution](#)

18.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings
[neither's solution](#)

19.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math
[neither's solution](#)

20.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: *special, strings
[neither's solution](#)

21.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: games, greedy, implementation
[neither's solution](#)

22.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: implementation, trees
[neither's solution](#)

23.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, math
[neither's solution](#)

24.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[neither's solution](#)

25.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: implementation, math
[neither's solution](#)

26.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[neither's solution](#)

27.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: greedy, sortings
[neither's solution](#)

28.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: brute force, implementation
[neither's solution](#)

29.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[neither's solution](#)

30.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: dp, greedy, strings
[neither's solution](#)

31.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: greedy

[neither's solution](#)

32.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[neither's solution](#)

33.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[neither's solution](#)

34.

871A

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[neither's solution](#)

35.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[neither's solution](#)

36.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: geometry, implementation

[neither's solution](#)

37.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics

[neither's solution](#)

38.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[neither's solution](#)

39.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, dp

[neither's solution](#)

40.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation

[neither's solution](#)

41.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics, greedy, implementation, math

[neither's solution](#)

42.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[neither's solution](#)

43.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[neither's solution](#)

44.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[neither's solution](#)

45.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, two pointers

[neither's solution](#)

46.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[neither's solution](#)

47.

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy

[neither's solution](#)

48.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[neither's solution](#)

49.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[neither's solution](#)

50.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: binary search, data structures

[neither's solution](#)

51.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: implementation, probabilities, strings

[neither's solution](#)

52.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy

[neither's solution](#)

53.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms
[neither's solution](#)

54.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: data structures, implementation, sortings
[neither's solution](#)

55.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[neither's solution](#)

56.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[neither's solution](#)

57.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees
[neither's solution](#)

58.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: binary search, greedy, math
[neither's solution](#)

59.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu
[neither's solution](#)

60.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: dfs and similar, math
[neither's solution](#)

61.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: math, number theory
[neither's solution](#)

62.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
[neither's solution](#)

63.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[neither's solution](#)

64.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[neither's solution](#)

65.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: greedy

[neither's solution](#)

66.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: implementation

[neither's solution](#)

67.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: geometry, sortings

[neither's solution](#)

68.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[neither's solution](#)

69.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,103 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[neither's solution](#)

70.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[neither's solution](#)

71.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: math, number theory

[neither's solution](#)

72.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, dfs and similar

[neither's solution](#)

73.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: brute force, geometry, math

[neither's solution](#)

74.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, strings

[neither's solution](#)

75.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[neither's solution](#)

76.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · GNU C++ (first AC) · Tags: binary search, greedy, strings
[neither's solution](#)

77.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
[neither's solution](#)

78.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[neither's solution](#)

79.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: math, number theory
[neither's solution](#)

80.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: data structures, greedy, strings, trees
[neither's solution](#)

81.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: dp
[neither's solution](#)

82.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp
[neither's solution](#)

83.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[neither's solution](#)

84.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers
[neither's solution](#)

85.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: constructive algorithms, greedy,

implementation, trees

[neither's solution](#)

86.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: games, greedy, sortings

[neither's solution](#)

87.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · GNU C++ (first AC) · Tags: data structures, greedy

[neither's solution](#)

88.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[neither's solution](#)

89.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: data structures, dp

[neither's solution](#)

90.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: *special, graphs, implementation

[neither's solution](#)

91.

928D

[Autocompletion](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: *special, strings, trees

[neither's solution](#)

92.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: data structures, number theory

[neither's solution](#)

93.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-28 · GNU C++ (first AC) · Tags: data structures, implementation, math

[neither's solution](#)

94.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-12 · GNU C++ (first AC) · Tags: graphs, greedy

[neither's solution](#)

95.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[neither's solution](#)

96.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: data structures, greedy, strings
[neither's solution](#)

97.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers
[neither's solution](#)

98.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: math
[neither's solution](#)

99.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: brute force, implementation, interactive
[neither's solution](#)

100.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[neither's solution](#)

101.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++ (first AC) · Tags: ternary search
[neither's solution](#)

102.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2017-09-07 · GNU C++ (first AC) · Tags: implementation, number theory
[neither's solution](#)

103.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: data structures
[neither's solution](#)

104.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-11 · GNU C++ (first AC) · Tags: data structures, strings
[neither's solution](#)

105.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-20 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[neither's solution](#)

106.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: greedy, sortings
[neither's solution](#)

107.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[neither's solution](#)

108.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[neither's solution](#)

109.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[neither's solution](#)

110.

806C

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: binary search, greedy

[neither's solution](#)

111.

723E

[One-Way Reform](#) · [Tutorial](#)

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112.

617E

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113.

891C

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114.

871C

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115.

830C

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116.

812E

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117.

723F

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118.

732F

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119.

377D

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120.

914E

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121.

869E

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Quality: 2,061 global accepts · Rating: 2400 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: data structures, hashing
[neither's solution](#)

122.

593D

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[neither's solution](#)

123.

963D

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Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
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124.

930D

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[neither's solution](#)

125.

840D

[Destiny](#) · [Tutorial](#)

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[neither's solution](#)

126.

778C

[Peterson Polyglot](#) · [Tutorial](#)

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[neither's solution](#)

127.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: dp, trees

[neither's solution](#)

128.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: data structures, probabilities

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129.

741C

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Quality: 3,119 global accepts · Rating: 2600 · first AC: 2016-12-06 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[neither's solution](#)

130.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2016-11-01 · GNU C++ (first AC) · Tags: brute force, greedy

[neither's solution](#)

131.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[neither's solution](#)

132.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2017-11-04 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[neither's solution](#)

133.

724F

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[neither's solution](#)

134.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, trees

[neither's solution](#)

135.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-06-05 · GNU C++ (first AC) · Tags: games, math

[neither's solution](#)

136.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2017-04-12 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[neither's solution](#)

137.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2016-11-29 · GNU C++ (first AC) · Tags: math, matrices

[neither's solution](#)

138.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2016-12-07 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[neither's solution](#)

139.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: dp, flows, greedy

[neither's solution](#)

140.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[neither's solution](#)

141.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2018-03-13 · last AC: 2018-03-13 · GNU C++ (first AC) · Tags: graphs

[neither's solution](#)