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Unique solved — pandaforever

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

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

Filters: none

Count: 226

1.

2211A

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

Quality: 16,081 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[pandaforever's solution](#)

2.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,632 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[pandaforever's solution](#)

3.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math
[pandaforever's solution](#)

4.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[pandaforever's solution](#)

5.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[pandaforever's solution](#)

6.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
[pandaforever's solution](#)

7.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pandaforever's solution](#)

8.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[pandaforever's solution](#)

9.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[pandaforever's solution](#)

10.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[pandaforever's solution](#)

11.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[pandaforever's solution](#)

12.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pandaforever's solution](#)

13.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pandaforever's solution](#)

14.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[pandaforever's solution](#)

15.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pandaforever's solution](#)

16.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[pandaforever's solution](#)

17.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[pandaforever's solution](#)

18.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[pandaforever's solution](#)

19.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[pandaforever's solution](#)

20.

2147B

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

Quality: 16,966 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pandaforever's solution](#)

21.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[pandaforever's solution](#)

22.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[pandaforever's solution](#)

23.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[pandaforever's solution](#)

24.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[pandaforever's solution](#)

25.

2211B

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

Quality: 11,634 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
[pandaforever's solution](#)

26.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[pandaforever's solution](#)

27.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pandaforever's solution](#)

28.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[pandaforever's solution](#)

29.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[pandaforever's solution](#)

30.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[pandaforever's solution](#)

31.

2196A

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

Quality: 15,831 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[pandaforever's solution](#)

32.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,137 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[pandaforever's solution](#)

33.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[pandaforever's solution](#)

34.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[pandaforever's solution](#)

35.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[pandaforever's solution](#)

36.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[pandaforever's solution](#)

37.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,969 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[pandaforever's solution](#)

38.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,388 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[pandaforever's solution](#)

39.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pandaforever's solution](#)

40.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,755 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[pandaforever's solution](#)

41.

2211C1

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

Quality: 9,111 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[pandaforever's solution](#)

42.

2187A

[Restricted Sorting · Tutorial](#)

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[pandaforever's solution](#)

43.

2165A

[Cyclic Merging · Tutorial](#)

Quality: 14,116 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pandaforever's solution](#)

44.

1942C1

[Bessie's Birthday Cake \(Easy Version\) · Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[pandaforever's solution](#)

45.

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[pandaforever's solution](#)

46.

1741D

[Masha and a Beautiful Tree · Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[pandaforever's solution](#)

47.

1736C1

[Good Subarrays \(Easy Version\) · Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[pandaforever's solution](#)

48.

2190B1

[Sub-RBS \(Easy Version\) · Tutorial](#)

Quality: 10,676 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[pandaforever's solution](#)

49.

1967B1

[Reverse Card \(Easy Version\) · Tutorial](#)

Quality: 16,058 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[pandaforever's solution](#)

50.

1967A

[Permutation Counting · Tutorial](#)

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[pandaforever's solution](#)

51.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,584 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[pandaforever's solution](#)

52.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[pandaforever's solution](#)

53.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pandaforever's solution](#)

54.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[pandaforever's solution](#)

55.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[pandaforever's solution](#)

56.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[pandaforever's solution](#)

57.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings
[pandaforever's solution](#)

58.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[pandaforever's solution](#)

59.

2196B

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

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, two pointers
[pandaforever's solution](#)

60.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers
[pandaforever's solution](#)

61.

1741E

[Sending a Sequence Over the Network](#) · Tutorial

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[pandaforever's solution](#)

62.

2147D

[Game on Array](#) · Tutorial

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[pandaforever's solution](#)

63.

2053D

[Refined Product Optimality](#) · Tutorial

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[pandaforever's solution](#)

64.

2006A

[Iris and Game on the Tree](#) · Tutorial

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[pandaforever's solution](#)

65.

1975D

[Paint the Tree](#) · Tutorial

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[pandaforever's solution](#)

66.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · Tutorial

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[pandaforever's solution](#)

67.

1930C

[Lexicographically Largest](#) · Tutorial

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[pandaforever's solution](#)

68.

1916D

[Mathematical Problem](#) · Tutorial

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[pandaforever's solution](#)

69.

1889B

[Doremy's Connecting Plan](#) · Tutorial

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[pandaforever's solution](#)

70.

1743D

[Problem with Random Tests](#) · Tutorial

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[pandaforever's solution](#)

71.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy
[pandaforever's solution](#)

72.

2196C1

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

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[pandaforever's solution](#)

73.

2187B

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

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[pandaforever's solution](#)

74.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[pandaforever's solution](#)

75.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[pandaforever's solution](#)

76.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · last AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities
[pandaforever's solution](#)

77.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[pandaforever's solution](#)

78.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings
[pandaforever's solution](#)

79.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings
[pandaforever's solution](#)

80.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[pandaforever's solution](#)

81.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[pandaforever's solution](#)

82.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[pandaforever's solution](#)

83.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[pandaforever's solution](#)

84.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pandaforever's solution](#)

85.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[pandaforever's solution](#)

86.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math

[pandaforever's solution](#)

87.

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[pandaforever's solution](#)

88.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[pandaforever's solution](#)

89.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[pandaforever's solution](#)

90.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[pandaforever's solution](#)

91.

1889C1

[Doremy's Drying Plan \(Easy Version\) · Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[pandaforever's solution](#)

92.

1741F

[Multi-Colored Segments · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings

[pandaforever's solution](#)

93.

1975E

[Chain Queries · Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[pandaforever's solution](#)

94.

1942D

[Learning to Paint · Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[pandaforever's solution](#)

95.

1930D2

[Sum over all Substrings \(Hard Version\) · Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[pandaforever's solution](#)

96.

1924B

[Space Harbour · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[pandaforever's solution](#)

97.

1919D

[01 Tree · Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[pandaforever's solution](#)

98.

1729G

[Cut Substrings · Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[pandaforever's solution](#)

99.

1967B2

[Reverse Card \(Hard Version\) · Tutorial](#)

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[pandaforever's solution](#)

100.

1909F1

[Small Permutation Problem \(Easy Version\) · Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[pandaforever's solution](#)

101.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[pandaforever's solution](#)

102.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[pandaforever's solution](#)

103.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[pandaforever's solution](#)

104.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[pandaforever's solution](#)

105.

2190C

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

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[pandaforever's solution](#)

106.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · last AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[pandaforever's solution](#)

107.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[pandaforever's solution](#)

108.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[pandaforever's solution](#)

109.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[pandaforever's solution](#)

110.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[pandaforever's solution](#)

111.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[pandaforever's solution](#)

112.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[pandaforever's solution](#)

113.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[pandaforever's solution](#)

114.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[pandaforever's solution](#)

115.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[pandaforever's solution](#)

116.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[pandaforever's solution](#)

117.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pandaforever's solution](#)

118.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, matrices

[pandaforever's solution](#)

119.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[pandaforever's solution](#)

120.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[pandaforever's solution](#)

121.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[pandaforever's solution](#)

122.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[pandaforever's solution](#)

123.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[pandaforever's solution](#)

124.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy

[pandaforever's solution](#)

125.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[pandaforever's solution](#)

126.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[pandaforever's solution](#)

127.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[pandaforever's solution](#)

128.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[pandaforever's solution](#)

129.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[pandaforever's solution](#)

130.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[pandaforever's solution](#)

131.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[pandaforever's solution](#)

132.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math
[pandaforever's solution](#)

133.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[pandaforever's solution](#)

134.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[pandaforever's solution](#)

135.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[pandaforever's solution](#)

136.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[pandaforever's solution](#)

137.

2222D

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

Quality: 3,188 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[pandaforever's solution](#)

138.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[pandaforever's solution](#)

139.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[pandaforever's solution](#)

140.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,998 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[pandaforever's solution](#)

141.

106014F

[Equal Node Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · last AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

142.

106014E

[Empty Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

143.

106014D

[Simplest Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

144.

106014C2

[Colorful Subarrays \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

145.

106014C1

[Colorful Subarrays \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

146.

106014B

[Permutation We Stand](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

147.

106014A

[Mystic Quest](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

148.

105846D

[123 Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

149.

105846C

[Kaosar Loves Binomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

150.

105846B

[Doors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

151.

105846A

[Submission is All You Need II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

152.

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

153.

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

154.

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

155.

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

156.

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

157.

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

158.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

159.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

160.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

161.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

162.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

163.

105672D1

[Minimum with Left Shift \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

164.

105672C1

[Cool Construction \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

165.

105672B

[Dumb OwlBear · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[pandaforever's solution](#)

166.

105672A

[Minecraft Dragon · Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

167.

105622G

[Crown · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

168.

105622F

[Mirror II · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[pandaforever's solution](#)

169.

105622E

[Mirror I · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

170.

105622D

[Cow the Tree Nerd · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

171.

105622C

[Painting a Tree · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

172.

105622B

[Tree Game · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

173.

105622A

[Cyclic Trees · Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

174.

105491F

[Permutation via Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

175.

105491E

[Any Tree ?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

176.

105491D

[Perfect Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

177.

105491C

[Pair of GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

178.

105491B

[K Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

179.

105491A

[Niimm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

180.

105445E

[Sigma Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

181.

105445G

[Timosh and Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

182.

105445F

[Ranking Random Pick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

183.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[pandaforever's solution](#)

184.

105445D

[YEET!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

185.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

186.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

187.

105390F

[Red Blue Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

188.

105390E

[Innocent Students](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

189.

105390D

[String From Another World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

190.

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

191.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

192.

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

193.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

194.

105350F

[Mad MAD Sum II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

195.

105350E

[Fun is Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

196.

105350D

[Tuples Fusion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

197.

105350C

[Yet Another Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

198.

105350B

[A Cool Pair Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

199.

105350A

[An OK Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

200.

105293D

[Mr. Wow and Multiset](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[pandaforever's solution](#)

201.

105293C

[Mr. Wow and Spells](#) · [Tutorial](#)

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