

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

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# Unique solved — phattd

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

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

Filters: none

Count: 253

1.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-11-22 · last AC: 2022-01-24 · Haskell (first AC) · Tags: brute force, math  
[phattd's solution](#)

2.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2022-01-21 · last AC: 2022-01-21 · JavaScript (first AC) · Tags: greedy, math  
[phattd's solution](#)

3.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2021-11-22 · Haskell (first AC) · Tags: strings  
[phattd's solution](#)

4.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[phattd's solution](#)

5.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[phattd's solution](#)

6.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[phattd's solution](#)

7.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[phattd's solution](#)

8.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: greedy  
[phattd's solution](#)

9.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[phattd's solution](#)

**10.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[phattd's solution](#)

**11.**

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[phattd's solution](#)

**12.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[phattd's solution](#)

**13.**

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[phattd's solution](#)

**14.**

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,857 global accepts · Rating: 800 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[phattd's solution](#)

**15.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[phattd's solution](#)

**16.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[phattd's solution](#)

**17.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[phattd's solution](#)

**18.**

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[phattd's solution](#)

**19.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,662 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[phattd's solution](#)

**20.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,958 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[phattd's solution](#)

**21.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,717 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[phattd's solution](#)

**22.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[phattd's solution](#)

**23.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[phattd's solution](#)

**24.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[phattd's solution](#)

**25.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[phattd's solution](#)

**26.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[phattd's solution](#)

**27.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[phattd's solution](#)

**28.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,893 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[phattd's solution](#)

**29.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[phattd's solution](#)

**30.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[phattd's solution](#)

**31.**

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[phattd's solution](#)

**32.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[phattd's solution](#)

**33.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees  
[phattd's solution](#)

**34.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[phattd's solution](#)

**35.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[phattd's solution](#)

**36.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[phattd's solution](#)

**37.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,352 global accepts · Rating: 1200 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers  
[phattd's solution](#)

**38.**

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[phattd's solution](#)

**39.**

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[phattd's solution](#)

**40.**

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[phattd's solution](#)

**41.**

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar  
[phattd's solution](#)

42.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2022-01-27 · last AC: 2022-01-28 · Node.js (first AC) · Tags: dfs and similar, graphs, greedy

[phattd's solution](#)

43.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2021-11-09 · PyPy 3-64 (first AC) · Tags: graphs

[phattd's solution](#)

44.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[phattd's solution](#)

45.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[phattd's solution](#)

46.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[phattd's solution](#)

47.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[phattd's solution](#)

48.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[phattd's solution](#)

49.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[phattd's solution](#)

50.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[phattd's solution](#)

51.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2021-10-15 · last AC: 2021-11-09 · Python 3 (first AC) · Tags: dp, greedy, implementation

[phattd's solution](#)

**52.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[phattd's solution](#)

**53.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[phattd's solution](#)

**54.**

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[phattd's solution](#)

**55.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[phattd's solution](#)

**56.**

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[phattd's solution](#)

**57.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[phattd's solution](#)

**58.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[phattd's solution](#)

**59.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[phattd's solution](#)

**60.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[phattd's solution](#)

**61.**

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[phattd's solution](#)

**62.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[phattd's solution](#)

**63.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[phattd's solution](#)

**64.**

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[phattd's solution](#)

**65.**

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[phattd's solution](#)

**66.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[phattd's solution](#)

**67.**

369B

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[phattd's solution](#)

**68.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[phattd's solution](#)

**69.**

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[phattd's solution](#)

**70.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[phattd's solution](#)

**71.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,944 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[phattd's solution](#)

**72.**

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[phattd's solution](#)

**73.**

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[phattd's solution](#)

**74.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[phattd's solution](#)

**75.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[phattd's solution](#)

**76.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[phattd's solution](#)

**77.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[phattd's solution](#)

**78.**

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[phattd's solution](#)

**79.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[phattd's solution](#)

**80.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[phattd's solution](#)

**81.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-03-31 · last AC: 2022-06-05 · Go (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[phattd's solution](#)

**82.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2022-02-01 · last AC: 2022-02-01 · Node.js (first AC) · Tags: combinatorics, math  
[phattd's solution](#)

**83.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[phattd's solution](#)

**84.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers  
[phattd's solution](#)

**85.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers  
[phattd's solution](#)

**86.**

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings  
[phattd's solution](#)

**87.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,505 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[phattd's solution](#)

**88.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers  
[phattd's solution](#)

**89.**

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: trees  
[phattd's solution](#)

**90.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy  
[phattd's solution](#)

**91.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[phattd's solution](#)

**92.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[phattd's solution](#)

**93.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[phattd's solution](#)

**94.**

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[phattd's solution](#)

**95.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[phattd's solution](#)

**96.**

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[phattd's solution](#)

**97.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[phattd's solution](#)

**98.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[phattd's solution](#)

**99.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[phattd's solution](#)

**100.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[phattd's solution](#)

**101.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[phattd's solution](#)

**102.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[phattd's solution](#)

**103.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[phattd's solution](#)

**104.**

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[phattd's solution](#)

**105.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[phattd's solution](#)

**106.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[phattd's solution](#)

**107.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[phattd's solution](#)

**108.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[phattd's solution](#)

**109.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[phattd's solution](#)

**110.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2022-01-28 · last AC: 2022-02-03 · Node.js (first AC) · Tags: graphs, shortest paths

[phattd's solution](#)

**111.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[phattd's solution](#)

**112.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy  
[phattd's solution](#)

**113.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[phattd's solution](#)

**114.**

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[phattd's solution](#)

**115.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[phattd's solution](#)

**116.**

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[phattd's solution](#)

**117.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[phattd's solution](#)

**118.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees  
[phattd's solution](#)

**119.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory  
[phattd's solution](#)

**120.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[phattd's solution](#)

**121.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · last AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[phattd's solution](#)

**122.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-02-01 · last AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[phattd's solution](#)

**123.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[phattd's solution](#)

**124.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[phattd's solution](#)

**125.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[phattd's solution](#)

**126.**

803F

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

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[phattd's solution](#)

**127.**

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2021-08-17 · last AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[phattd's solution](#)

**128.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[phattd's solution](#)

**129.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[phattd's solution](#)

**130.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[phattd's solution](#)

**131.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[phattd's solution](#)

**132.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[phattd's solution](#)

**133.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees  
[phattd's solution](#)

**134.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers  
[phattd's solution](#)

**135.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[phattd's solution](#)

**136.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees  
[phattd's solution](#)

**137.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
[phattd's solution](#)

**138.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[phattd's solution](#)

**139.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[phattd's solution](#)

**140.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[phattd's solution](#)

**141.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[phattd's solution](#)

**142.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[phattd's solution](#)

**143.**

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[phattd's solution](#)

**144.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[phattd's solution](#)

**145.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[phattd's solution](#)

**146.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[phattd's solution](#)

**147.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[phattd's solution](#)

**148.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[phattd's solution](#)

**149.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · last AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[phattd's solution](#)

**150.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-07-31 · last AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers  
[phattd's solution](#)

**151.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[phattd's solution](#)

**152.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math  
[phattd's solution](#)

**153.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy  
[phattd's solution](#)

**154.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2021-03-30 · last AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[phattd's solution](#)

**155.**

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2021-03-26 · last AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings  
[phattd's solution](#)

**156.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[phattd's solution](#)

**157.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[phattd's solution](#)

**158.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[phattd's solution](#)

**159.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[phattd's solution](#)

**160.**

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths  
[phattd's solution](#)

**161.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs  
[phattd's solution](#)

**162.**

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[phattd's solution](#)

**163.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[phattd's solution](#)

**164.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[phattd's solution](#)

**165.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[phattd's solution](#)

**166.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2200 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[phattd's solution](#)

**167.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[phattd's solution](#)

**168.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[phattd's solution](#)

**169.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[phattd's solution](#)

**170.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[phattd's solution](#)

**171.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[phattd's solution](#)

**172.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[phattd's solution](#)

### 173.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[phattd's solution](#)

### 174.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[phattd's solution](#)

### 175.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[phattd's solution](#)

### 176.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[phattd's solution](#)

### 177.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[phattd's solution](#)

### 178.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-03-14 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[phattd's solution](#)

### 179.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[phattd's solution](#)

### 180.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[phattd's solution](#)

### 181.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[phattd's solution](#)

### 182.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[phattd's solution](#)

**183.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[phattd's solution](#)

**184.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[phattd's solution](#)

**185.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[phattd's solution](#)

**186.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[phattd's solution](#)

**187.**

898F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[phattd's solution](#)

**188.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[phattd's solution](#)

**189.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[phattd's solution](#)

**190.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[phattd's solution](#)

**191.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[phattd's solution](#)

**192.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[phattd's solution](#)

**193.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[phattd's solution](#)

**194.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[phattd's solution](#)

**195.**

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[phattd's solution](#)

**196.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[phattd's solution](#)

**197.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[phattd's solution](#)

**198.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[phattd's solution](#)

**199.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

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**200.**

1292C

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Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

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**201.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

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**202.**

1468M

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[phattd's solution](#)

**203.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[phattd's solution](#)

**204.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2021-03-04 · last AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[phattd's solution](#)

**205.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[phattd's solution](#)

**206.**

1494D

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Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[phattd's solution](#)

**207.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[phattd's solution](#)

**208.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

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**209.**

1380E

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Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[phattd's solution](#)

**210.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[phattd's solution](#)

**211.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[phattd's solution](#)

**212.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**213.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-02-27 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[phattd's solution](#)

**214.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[phattd's solution](#)

**215.**

915E

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Quality: 5,573 global accepts · Rating: 2300 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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**216.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[phattd's solution](#)

**217.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

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**218.**

803G

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Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**219.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

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**220.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[phattd's solution](#)

**221.**

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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**222.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[phattd's solution](#)

**223.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[phattd's solution](#)

**224.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[phattd's solution](#)

**225.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**226.**

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[phattd's solution](#)

**227.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

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**228.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[phattd's solution](#)

**229.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2400 · first AC: 2021-10-20 · last AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

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**230.**

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

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**231.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

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**232.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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**233.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

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**234.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2400 · first AC: 2021-05-07 · last AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

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**235.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-03-24 · last AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**236.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-02 · last AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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**237.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2021-03-31 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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**238.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2021-03-29 · last AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

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**239.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-03-26 · last AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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**240.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[phattd's solution](#)

**241.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[phattd's solution](#)

**242.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

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**243.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[phattd's solution](#)

**244.**

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[phattd's solution](#)

**245.**

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[phattd's solution](#)

**246.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[phattd's solution](#)

**247.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-03-28 · last AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

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**248.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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**249.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[phattd's solution](#)

**250.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[phattd's solution](#)

**251.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-25 · last AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[phattd's solution](#)

**252.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-03-31 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[phattd's solution](#)

**253.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[phattd's solution](#)