

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

<https://cfelitetracker.vercel.app>

Unique solved — pineapple tree 34

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

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

Filters: none

Count: 146

1.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[pineapple_tree_34's solution](#)

2.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[pineapple_tree_34's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[pineapple_tree_34's solution](#)

4.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#), [number theory](#)
[pineapple_tree_34's solution](#)

5.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#)
[pineapple_tree_34's solution](#)

6.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)
[pineapple_tree_34's solution](#)

7.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[pineapple_tree_34's solution](#)

8.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [greedy](#), [math](#)
[pineapple_tree_34's solution](#)

9.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)
[pineapple_tree_34's solution](#)

10.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[pineapple_tree_34's solution](#)

11.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[pineapple_tree_34's solution](#)

12.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,603 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[pineapple_tree_34's solution](#)

13.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[pineapple_tree_34's solution](#)

14.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[pineapple_tree_34's solution](#)

15.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings
[pineapple_tree_34's solution](#)

16.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[pineapple_tree_34's solution](#)

17.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[pineapple_tree_34's solution](#)

18.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[pineapple_tree_34's solution](#)

19.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[pineapple_tree_34's solution](#)

20.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pineapple_tree_34's solution](#)

21.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[pineapple_tree_34's solution](#)

22.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[pineapple_tree_34's solution](#)

23.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

[pineapple_tree_34's solution](#)

24.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: implementation, strings

[pineapple_tree_34's solution](#)

25.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pineapple_tree_34's solution](#)

26.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pineapple_tree_34's solution](#)

27.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[pineapple_tree_34's solution](#)

28.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[pineapple_tree_34's solution](#)

29.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[pineapple_tree_34's solution](#)

30.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[pineapple_tree_34's solution](#)

31.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: implementation, strings

[pineapple_tree_34's solution](#)

32.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pineapple_tree_34's solution](#)

33.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pineapple_tree_34's solution](#)

34.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[pineapple_tree_34's solution](#)

35.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[pineapple_tree_34's solution](#)

36.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pineapple_tree_34's solution](#)

37.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[pineapple_tree_34's solution](#)

38.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[pineapple_tree_34's solution](#)

39.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[pineapple_tree_34's solution](#)

40.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[pineapple_tree_34's solution](#)

41.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,807 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[pineapple_tree_34's solution](#)

42.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[pineapple_tree_34's solution](#)

43.

1637B

[MEX and Array](#) · Tutorial

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[pineapple_tree_34's solution](#)

44.

801A

[Vicious Keyboard](#) · Tutorial

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: brute force
[pineapple_tree_34's solution](#)

45.

735B

[Urbanization](#) · Tutorial

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: greedy, number theory, sortings
[pineapple_tree_34's solution](#)

46.

1637C

[Andrew and Stones](#) · Tutorial

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[pineapple_tree_34's solution](#)

47.

1819A

[Constructive Problem](#) · Tutorial

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[pineapple_tree_34's solution](#)

48.

1810C

[Make It Permutation](#) · Tutorial

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[pineapple_tree_34's solution](#)

49.

1774C

[Ice and Fire](#) · Tutorial

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[pineapple_tree_34's solution](#)

50.

1746C

[Permutation Operations](#) · Tutorial

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[pineapple_tree_34's solution](#)

51.

1737B

[Ela's Fitness and the Luxury Number](#) · Tutorial

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[pineapple_tree_34's solution](#)

52.

1591C

[Minimize Distance](#) · Tutorial

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[pineapple_tree_34's solution](#)

53.

1093C

[Mishka and the Last Exam](#) · Tutorial

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: greedy

[pineapple_tree_34's solution](#)

54.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, math, sortings

[pineapple_tree_34's solution](#)

55.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pineapple_tree_34's solution](#)

56.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[pineapple_tree_34's solution](#)

57.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[pineapple_tree_34's solution](#)

58.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pineapple_tree_34's solution](#)

59.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[pineapple_tree_34's solution](#)

60.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[pineapple_tree_34's solution](#)

61.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[pineapple_tree_34's solution](#)

62.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[pineapple_tree_34's solution](#)

63.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, implementation, math, two pointers

[pineapple_tree_34's solution](#)

64.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: implementation

[pineapple_tree_34's solution](#)

65.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[pineapple_tree_34's solution](#)

66.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[pineapple_tree_34's solution](#)

67.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[pineapple_tree_34's solution](#)

68.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[pineapple_tree_34's solution](#)

69.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[pineapple_tree_34's solution](#)

70.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[pineapple_tree_34's solution](#)

71.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-17 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[pineapple_tree_34's solution](#)

72.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[pineapple_tree_34's solution](#)

73.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[pineapple_tree_34's solution](#)

74.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[pineapple_tree_34's solution](#)

75.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[pineapple_tree_34's solution](#)

76.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[pineapple_tree_34's solution](#)

77.

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[pineapple_tree_34's solution](#)

78.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++ (first AC) · Tags: math, number theory

[pineapple_tree_34's solution](#)

79.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[pineapple_tree_34's solution](#)

80.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[pineapple_tree_34's solution](#)

81.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[pineapple_tree_34's solution](#)

82.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[pineapple_tree_34's solution](#)

83.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[pineapple_tree_34's solution](#)

- 84.**
1779D
[Boris and His Amazing Haircut](#) · [Tutorial](#)
Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[pineapple_tree_34's solution](#)
- 85.**
1770C
[Koxia and Number Theory](#) · [Tutorial](#)
Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[pineapple_tree_34's solution](#)
- 86.**
1628B
[Peculiar Movie Preferences](#) · [Tutorial](#)
Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[pineapple_tree_34's solution](#)
- 87.**
1114C
[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)
Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[pineapple_tree_34's solution](#)
- 88.**
1093D
[Beautiful Graph](#) · [Tutorial](#)
Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[pineapple_tree_34's solution](#)
- 89.**
1852B
[Imbalanced Arrays](#) · [Tutorial](#)
Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
[pineapple_tree_34's solution](#)
- 90.**
1852A
[Ntarsis' Set](#) · [Tutorial](#)
Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[pineapple_tree_34's solution](#)
- 91.**
1824B1
[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)
Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees
[pineapple_tree_34's solution](#)
- 92.**
1782D
[Many Perfect Squares](#) · [Tutorial](#)
Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[pineapple_tree_34's solution](#)
- 93.**
1750D
[Count GCD](#) · [Tutorial](#)
Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[pineapple_tree_34's solution](#)

94.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[pineapple_tree_34's solution](#)

95.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[pineapple_tree_34's solution](#)

96.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[pineapple_tree_34's solution](#)

97.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[pineapple_tree_34's solution](#)

98.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: brute force, geometry, greedy

[pineapple_tree_34's solution](#)

99.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: binary search, math

[pineapple_tree_34's solution](#)

100.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[pineapple_tree_34's solution](#)

101.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[pineapple_tree_34's solution](#)

102.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[pineapple_tree_34's solution](#)

103.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[pineapple_tree_34's solution](#)

104.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[pineapple_tree_34's solution](#)

105.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[pineapple_tree_34's solution](#)

106.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: dp
[pineapple_tree_34's solution](#)

107.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[pineapple_tree_34's solution](#)

108.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[pineapple_tree_34's solution](#)

109.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[pineapple_tree_34's solution](#)

110.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[pineapple_tree_34's solution](#)

111.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[pineapple_tree_34's solution](#)

112.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[pineapple_tree_34's solution](#)

113.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[pineapple_tree_34's solution](#)

114.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[pineapple_tree_34's solution](#)

115.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[pineapple_tree_34's solution](#)

116.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[pineapple_tree_34's solution](#)

117.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[pineapple_tree_34's solution](#)

118.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[pineapple_tree_34's solution](#)

119.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[pineapple_tree_34's solution](#)

120.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graph matchings, math

[pineapple_tree_34's solution](#)

121.

2147E

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

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

[pineapple_tree_34's solution](#)

122.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[pineapple_tree_34's solution](#)

123.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[pineapple_tree_34's solution](#)

124.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[pineapple_tree_34's solution](#)

125.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[pineapple_tree_34's solution](#)

126.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[pineapple_tree_34's solution](#)

127.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[pineapple_tree_34's solution](#)

128.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pineapple_tree_34's solution](#)

129.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[pineapple_tree_34's solution](#)

130.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[pineapple_tree_34's solution](#)

131.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[pineapple_tree_34's solution](#)

132.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[pineapple_tree_34's solution](#)

133.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[pineapple_tree_34's solution](#)

134.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[pineapple_tree_34's solution](#)

135.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[pineapple_tree_34's solution](#)

136.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[pineapple_tree_34's solution](#)

137.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[pineapple_tree_34's solution](#)

138.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[pineapple_tree_34's solution](#)

139.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[pineapple_tree_34's solution](#)

140.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[pineapple_tree_34's solution](#)

141.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[pineapple_tree_34's solution](#)

142.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[pineapple_tree_34's solution](#)

143.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,766 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[pineapple_tree_34's solution](#)

144.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[pineapple_tree_34's solution](#)

145.

2222B

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

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[pineapple_tree_34's solution](#)

146.

2222A

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

Quality: 9,980 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[pineapple_tree_34's solution](#)