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25.

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63.

2061D

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2061C

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65.

1542C

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66.

1539D

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67.

1537E1

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68.

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69.

344D

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70.

344C

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71.

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72.

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74.

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1476C

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76.

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77.

2135B

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78.

1799C

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79.

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81.

761D

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82.

1476D

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83.

1474C

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84.

2138C1

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85.

1801B

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86.

1475D

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87.

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88.

2066B

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89.

1801C

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90.

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91.

1785B

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92.

1543C

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93.

1494C

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94.

1490G

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95.

1475G

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96.

1475F

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97.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

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98.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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99.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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100.

1536D

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Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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101.

1506F

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Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

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102.

1513D

[GCD and MST](#) · Tutorial

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

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103.

1506G

[Maximize the Remaining String](#) · Tutorial

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

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104.

1493C

[K-beautiful Strings](#) · Tutorial

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[rehan_amaan_how_so_good's solution](#)

105.

1487E

[Cheap Dinner](#) · Tutorial

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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106.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · Tutorial

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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107.

1801D

[The way home](#) · Tutorial

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[rehan_amaan_how_so_good's solution](#)

108.

1799D2

[Hot Start Up \(hard version\)](#) · Tutorial

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[rehan_amaan_how_so_good's solution](#)

109.

1516D

[Cut](#) · Tutorial

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[rehan_amaan_how_so_good's solution](#)

110.

1493D

[GCD of an Array](#) · Tutorial

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[rehan_amaan_how_so_good's solution](#)

111.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[rehan_amaan_how_so_good's solution](#)

112.

1543D2

[RPD and Rap Sheet \(Hard Version\) · Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[rehan_amaan_how_so_good's solution](#)

113.

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

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114.

1474D

[Cleaning · Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

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115.

2077C

[Binary Subsequence Value Sum · Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[rehan_amaan_how_so_good's solution](#)

116.

1799E

[City Union · Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

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117.

1536E

[Omkar and Forest · Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

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118.

1494D

[Dogeforces · Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[rehan_amaan_how_so_good's solution](#)

119.

1476E

[Pattern Matching · Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

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120.

2066D1

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

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[rehan_amaan_how_so_good's solution](#)

121.

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[rehan_amaan_how_so_good's solution](#)

122.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[rehan_amaan_how_so_good's solution](#)

123.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[rehan_amaan_how_so_good's solution](#)

124.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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125.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[rehan_amaan_how_so_good's solution](#)

126.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[rehan_amaan_how_so_good's solution](#)

127.

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-01-30 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

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