

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

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# Unique solved — rusters

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

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

Filters: none

Count: 146

1.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: math, probabilities

[rusters's solution](#)

2.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: math, probabilities

[rusters's solution](#)

3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,460 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

[rusters's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,109 global accepts · Rating: 800 · first AC: 2026-03-01 · last AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[rusters's solution](#)

5.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: games

[rusters's solution](#)

6.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,425 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[rusters's solution](#)

7.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[rusters's solution](#)

8.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-05 · OCaml (first AC) · Tags: constructive algorithms, math

[rusters's solution](#)

9.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[rusters's solution](#)

**10.**

2043A

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

Quality: 26,986 global accepts · Rating: 800 · first AC: 2024-12-26 · Rust 2021 (first AC) · Tags: brute force, math  
[rusters's solution](#)

**11.**

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,753 global accepts · Rating: 800 · first AC: 2024-12-23 · Go (first AC) · Tags: binary search, math  
[rusters's solution](#)

**12.**

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-23 · Go (first AC) · Tags: greedy  
[rusters's solution](#)

**13.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[rusters's solution](#)

**14.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
[rusters's solution](#)

**15.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,806 global accepts · Rating: 800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory  
[rusters's solution](#)

**16.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,231 global accepts · Rating: 800 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings  
[rusters's solution](#)

**17.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: greedy, math, sortings  
[rusters's solution](#)

**18.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, math  
[rusters's solution](#)

**19.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[rusters's solution](#)

**20.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,308 global accepts · Rating: 800 · first AC: 2023-06-23 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers

[rusters's solution](#)

**21.**

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · last AC: 2024-07-20 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[rusters's solution](#)

**22.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

[rusters's solution](#)

**23.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: greedy, implementation

[rusters's solution](#)

**24.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · last AC: 2023-04-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[rusters's solution](#)

**25.**

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[rusters's solution](#)

**26.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rusters's solution](#)

**27.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2023-05-11 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy, math

[rusters's solution](#)

**28.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,129 global accepts · Rating: 1200 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy

[rusters's solution](#)

**29.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[rusters's solution](#)

**30.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[rusters's solution](#)

**31.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math, sortings  
[rusters's solution](#)

**32.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation  
[rusters's solution](#)

**33.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[rusters's solution](#)

**34.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1200 · first AC: 2023-07-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math  
[rusters's solution](#)

**35.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[rusters's solution](#)

**36.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · last AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[rusters's solution](#)

**37.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[rusters's solution](#)

**38.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 1300 · first AC: 2023-07-07 · Rust 2021 (first AC) · Tags: brute force, implementation, math  
[rusters's solution](#)

**39.**

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[rusters's solution](#)

**40.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search  
[rusters's solution](#)

41.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math  
[rusters's solution](#)

42.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, implementation  
[rusters's solution](#)

43.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,092 global accepts · Rating: 1500 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees  
[rusters's solution](#)

44.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[rusters's solution](#)

45.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: binary search, greedy, math, two pointers  
[rusters's solution](#)

46.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[rusters's solution](#)

47.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[rusters's solution](#)

48.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings  
[rusters's solution](#)

49.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2024-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[rusters's solution](#)

50.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2025-02-01 · last AC: 2025-02-01 · PyPy 3-64 (first AC) · Tags: data structures, math, number theory  
[rusters's solution](#)

51.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[rusters's solution](#)

52.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[rusters's solution](#)

53.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[rusters's solution](#)

54.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[rusters's solution](#)

55.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2023-05-17 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[rusters's solution](#)

56.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[rusters's solution](#)

57.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-12-29 · last AC: 2024-12-29 · Go (first AC) · Tags: dp

[rusters's solution](#)

58.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[rusters's solution](#)

59.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1800 · first AC: 2023-07-07 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation, math

[rusters's solution](#)

60.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, probabilities

[rusters's solution](#)

61.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: dp, games, implementation, strings  
[rusters's solution](#)

62.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[rusters's solution](#)

63.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math  
[rusters's solution](#)

64.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[rusters's solution](#)

65.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[rusters's solution](#)

66.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[rusters's solution](#)

67.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths  
[rusters's solution](#)

68.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[rusters's solution](#)

69.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[rusters's solution](#)

70.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-12-29 · Go (first AC) · Tags: dp, matrices  
[rusters's solution](#)

**71.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[rusters's solution](#)

**72.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[rusters's solution](#)

**73.**

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[rusters's solution](#)

**74.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[rusters's solution](#)

**75.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · last AC: 2024-07-15 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, trees

[rusters's solution](#)

**76.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[rusters's solution](#)

**77.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[rusters's solution](#)

**78.**

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[rusters's solution](#)

**79.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: dp, math, number theory

[rusters's solution](#)

**80.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[rusters's solution](#)

**81.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2026-04-22 · Rust 2024 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[rusters's solution](#)

**82.**

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[rusters's solution](#)

**83.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[rusters's solution](#)

**84.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings  
[rusters's solution](#)

**85.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[rusters's solution](#)

**86.**

1930E

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

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-11-02 · last AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[rusters's solution](#)

**87.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2026-03-26 · PyPy 3-64 (first AC) · Tags: dp, math, probabilities  
[rusters's solution](#)

**88.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities  
[rusters's solution](#)

**89.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees  
[rusters's solution](#)

**90.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees  
[rusters's solution](#)

91.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[rusters's solution](#)

92.

575A

[Fibonacci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, matrices

[rusters's solution](#)

93.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: graphs

[rusters's solution](#)

94.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[rusters's solution](#)

95.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[rusters's solution](#)

96.

104842A

[Adventure in Flatland](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[rusters's solution](#)

97.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rusters's solution](#)

98.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · Rust 2021 (first AC) · Tags: —

[rusters's solution](#)

99.

103973J

[Two Kings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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100.

100041E

[B\\$@C;@CÔ3D4;DôFC,,O AD5C´>CÔ5](#)

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101.

103241M

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**102.**

101628I

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**103.**

100230C

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**104.**

102896E

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**105.**

103736I

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**106.**

103380E

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**107.**

102739E

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**108.**

102391J

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**109.**

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**113.**

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**114.**

103241F

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**116.**

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**121.**

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**122.**

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**124.**

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**126.**

104077I

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**127.**

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**128.**

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**129.**

103256C

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**130.**

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**131.**

105011D

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**132.**

103104F

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**133.**

105003F

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**134.**

100078I

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**135.**

102297D

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**136.**

103241I

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**137.**

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**138.**

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**139.**

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**141.**

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**142.**

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**143.**

104784B2

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**144.**

101461D

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**145.**

100500E

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**146.**

104336A

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