

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

<https://cfelitetracker.vercel.app>

# Unique solved — scau accepted

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

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

Filters: none

Count: 188

1.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2026-01-23 · Go (first AC) · Tags: brute force, greedy, implementation, sortings  
[scau\\_accepted's solution](#)

2.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2026-01-22 · Go (first AC) · Tags: constructive algorithms, greedy, math  
[scau\\_accepted's solution](#)

3.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, greedy  
[scau\\_accepted's solution](#)

4.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-20 · Go (first AC) · Tags: math  
[scau\\_accepted's solution](#)

5.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,065 global accepts · Rating: 800 · first AC: 2026-01-20 · Go (first AC) · Tags: constructive algorithms, math  
[scau\\_accepted's solution](#)

6.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,688 global accepts · Rating: 800 · first AC: 2026-01-20 · Go (first AC) · Tags: greedy  
[scau\\_accepted's solution](#)

7.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · Go (first AC) · Tags: games  
[scau\\_accepted's solution](#)

8.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · Go (first AC) · Tags: brute force  
[scau\\_accepted's solution](#)

9.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,325 global accepts · Rating: 800 · first AC: 2025-12-29 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[scau\\_accepted's solution](#)

10.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · Go (first AC) · Tags: greedy, strings

[scau\\_accepted's solution](#)

**11.**

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, greedy

[scau\\_accepted's solution](#)

**12.**

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-12-25 · Go (first AC) · Tags: greedy, implementation, sortings

[scau\\_accepted's solution](#)

**13.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[scau\\_accepted's solution](#)

**14.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[scau\\_accepted's solution](#)

**15.**

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[scau\\_accepted's solution](#)

**16.**

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,418 global accepts · Rating: 800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[scau\\_accepted's solution](#)

**17.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,973 global accepts · Rating: 900 · first AC: 2026-01-20 · Go (first AC) · Tags: implementation, sortings

[scau\\_accepted's solution](#)

**18.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · Go (first AC) · Tags: dp, greedy, implementation, strings

[scau\\_accepted's solution](#)

**19.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,849 global accepts · Rating: 900 · first AC: 2025-12-25 · Go (first AC) · Tags: implementation, math

[scau\\_accepted's solution](#)

**20.**

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2026-01-23 · Go (first AC) · Tags: brute force, greedy, math, sortings

[scau\\_accepted's solution](#)

**21.**

2147B

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

Quality: 16,956 global accepts · Rating: 1000 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms

[scau\\_accepted's solution](#)

**22.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2026-01-21 · Go (first AC) · Tags: greedy, math

[scau\\_accepted's solution](#)

**23.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1100 · first AC: 2026-01-20 · Go (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[scau\\_accepted's solution](#)

**24.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,098 global accepts · Rating: 1100 · first AC: 2026-01-20 · Go (first AC) · Tags: math

[scau\\_accepted's solution](#)

**25.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-20 · Go (first AC) · Tags: data structures, implementation, math, two pointers

[scau\\_accepted's solution](#)

**26.**

2183B

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

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

[scau\\_accepted's solution](#)

**27.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-12-25 · Go (first AC) · Tags: bitmasks, constructive algorithms, greedy

[scau\\_accepted's solution](#)

**28.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[scau\\_accepted's solution](#)

**29.**

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2026-01-23 · Go (first AC) · Tags: binary search, brute force, greedy

[scau\\_accepted's solution](#)

**30.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,328 global accepts · Rating: 1200 · first AC: 2026-01-21 · Go (first AC) · Tags: data structures, dp

[scau\\_accepted's solution](#)

**31.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · Go (first AC) · Tags: constructive algorithms, games, greedy

[scau\\_accepted's solution](#)

**32.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1200 · first AC: 2025-12-29 · Go (first AC) · Tags: brute force, combinatorics, dp

[scau\\_accepted's solution](#)

**33.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · Go (first AC) · Tags: dp, greedy, implementation

[scau\\_accepted's solution](#)

**34.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-24 · Go (first AC) · Tags: greedy, strings, two pointers

[scau\\_accepted's solution](#)

**35.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2026-01-22 · Go (first AC) · Tags: games, greedy

[scau\\_accepted's solution](#)

**36.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[scau\\_accepted's solution](#)

**37.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2026-01-20 · Go (first AC) · Tags: constructive algorithms, implementation

[scau\\_accepted's solution](#)

**38.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-12-25 · Go (first AC) · Tags: data structures, hashing, implementation

[scau\\_accepted's solution](#)

**39.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[scau\\_accepted's solution](#)

**40.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2026-01-22 · Go (first AC) · Tags: games, greedy, sortings

[scau\\_accepted's solution](#)

**41.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2026-01-21 · Go (first AC) · Tags: 2-sat, brute force, math, sortings

[scau\\_accepted's solution](#)

**42.**

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · Go (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[scau\\_accepted's solution](#)

- 43.**  
2157C  
[Meximum Array 2](#) · [Tutorial](#)  
Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[scau\\_accepted's solution](#)
- 44.**  
1949B  
[Charming Meals](#) · [Tutorial](#)  
Quality: 4,897 global accepts · Rating: 1500 · first AC: 2026-01-23 · Go (first AC) · Tags: binary search, brute force, greedy, sortings  
[scau\\_accepted's solution](#)
- 45.**  
2077A  
[Breach of Faith](#) · [Tutorial](#)  
Quality: 14,581 global accepts · Rating: 1500 · first AC: 2026-01-22 · Go (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[scau\\_accepted's solution](#)
- 46.**  
2115A  
[Gellyfish and Flaming Peony](#) · [Tutorial](#)  
Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, dp, math, number theory  
[scau\\_accepted's solution](#)
- 47.**  
2185E  
[The Robotic Rush](#) · [Tutorial](#)  
Quality: 10,219 global accepts · Rating: 1500 · first AC: 2026-01-20 · Go (first AC) · Tags: binary search, greedy, implementation, two pointers  
[scau\\_accepted's solution](#)
- 48.**  
2183D1  
[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)  
Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · Go (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[scau\\_accepted's solution](#)
- 49.**  
2183C  
[War Strategy](#) · [Tutorial](#)  
Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · Go (first AC) · Tags: binary search, greedy, math, two pointers  
[scau\\_accepted's solution](#)
- 50.**  
2147C  
[Rabbits](#) · [Tutorial](#)  
Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[scau\\_accepted's solution](#)
- 51.**  
2129B  
[Stay or Mirror](#) · [Tutorial](#)  
Quality: 13,261 global accepts · Rating: 1600 · first AC: 2026-01-21 · Go (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[scau\\_accepted's solution](#)
- 52.**  
2184D  
[Unfair Game](#) · [Tutorial](#)  
Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-20 · Go (first AC) · Tags: combinatorics, dp, math  
[scau\\_accepted's solution](#)
- 53.**  
2182D  
[Christmas Tree Decoration](#) · [Tutorial](#)  
Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · Go (first AC) · Tags: combinatorics, dp, greedy, math  
[scau\\_accepted's solution](#)

**54.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-12-25 · Go (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[scau\\_accepted's solution](#)

**55.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2026-01-23 · Go (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[scau\\_accepted's solution](#)

**56.**

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, number theory

[scau\\_accepted's solution](#)

**57.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[scau\\_accepted's solution](#)

**58.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, interactive, math

[scau\\_accepted's solution](#)

**59.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1700 · first AC: 2026-01-20 · Go (first AC) · Tags: data structures, divide and conquer, implementation

[scau\\_accepted's solution](#)

**60.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, math

[scau\\_accepted's solution](#)

**61.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-12-25 · Go (first AC) · Tags: games, greedy

[scau\\_accepted's solution](#)

**62.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-12-25 · Go (first AC) · Tags: combinatorics, implementation, math

[scau\\_accepted's solution](#)

**63.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2026-01-23 · Go (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[scau\\_accepted's solution](#)

**64.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2026-01-22 · Go (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[scau\\_accepted's solution](#)

**65.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2026-01-20 · Go (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[scau\\_accepted's solution](#)

**66.**

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-20 · Go (first AC) · Tags: combinatorics, data structures, dsu, sortings

[scau\\_accepted's solution](#)

**67.**

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,306 global accepts · Rating: 1800 · first AC: 2026-01-20 · Go (first AC) · Tags: data structures, implementation, math

[scau\\_accepted's solution](#)

**68.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · Go (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[scau\\_accepted's solution](#)

**69.**

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[scau\\_accepted's solution](#)

**70.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[scau\\_accepted's solution](#)

**71.**

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · last AC: 2026-03-05 · Go (first AC) · Tags: dp, games, implementation, strings

[scau\\_accepted's solution](#)

**72.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2026-01-23 · Go (first AC) · Tags: dfs and similar, dp, greedy, trees

[scau\\_accepted's solution](#)

**73.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2026-01-22 · Go (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[scau\\_accepted's solution](#)

**74.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, data structures, flows, greedy, two

pointers

[scau\\_accepted's solution](#)

**75.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[scau\\_accepted's solution](#)

**76.**

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-20 · Go (first AC) · Tags: binary search, data structures

[scau\\_accepted's solution](#)

**77.**

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-20 · Go (first AC) · Tags: dfs and similar, dp, graphs, trees

[scau\\_accepted's solution](#)

**78.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-12-25 · Go (first AC) · Tags: data structures, greedy, two pointers

[scau\\_accepted's solution](#)

**79.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-12-25 · Go (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[scau\\_accepted's solution](#)

**80.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-24 · Go (first AC) · Tags: dp

[scau\\_accepted's solution](#)

**81.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[scau\\_accepted's solution](#)

**82.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[scau\\_accepted's solution](#)

**83.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[scau\\_accepted's solution](#)

**84.**

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and

similar, dsu, graphs, math  
[scau\\_accepted's solution](#)

**85.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · Go (first AC) · Tags: binary search, divide and conquer, interactive  
[scau\\_accepted's solution](#)

**86.**

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-12-25 · Go (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees  
[scau\\_accepted's solution](#)

**87.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2000 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees  
[scau\\_accepted's solution](#)

**88.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2026-01-22 · Go (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[scau\\_accepted's solution](#)

**89.**

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2026-01-21 · Go (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees  
[scau\\_accepted's solution](#)

**90.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2026-01-21 · last AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, interactive, math  
[scau\\_accepted's solution](#)

**91.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · Go (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees  
[scau\\_accepted's solution](#)

**92.**

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · Go (first AC) · Tags: dp, math, number theory  
[scau\\_accepted's solution](#)

**93.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-12-25 · Go (first AC) · Tags: data structures, dp  
[scau\\_accepted's solution](#)

**94.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2026-01-23 · Go (first AC) · Tags: greedy, sortings, trees

[scau\\_accepted's solution](#)

**95.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-01-21 · Go (first AC) · Tags: dp, games, math, probabilities

[scau\\_accepted's solution](#)

**96.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-01-20 · Go (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[scau\\_accepted's solution](#)

**97.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Go (first AC) · Tags: combinatorics, math, trees

[scau\\_accepted's solution](#)

**98.**

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[scau\\_accepted's solution](#)

**99.**

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[scau\\_accepted's solution](#)

**100.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2026-01-23 · Go (first AC) · Tags: graphs, greedy

[scau\\_accepted's solution](#)

**101.**

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2026-01-22 · Go (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[scau\\_accepted's solution](#)

**102.**

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[scau\\_accepted's solution](#)

**103.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[scau\\_accepted's solution](#)

**104.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2026-01-21 · Go (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[scau\\_accepted's solution](#)

**105.**

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-20 · Go (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[scau\\_accepted's solution](#)

**106.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · Go (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[scau\\_accepted's solution](#)

**107.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-12-25 · Go (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[scau\\_accepted's solution](#)

**108.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[scau\\_accepted's solution](#)

**109.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-01-21 · Go (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[scau\\_accepted's solution](#)

**110.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2026-01-21 · Go (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[scau\\_accepted's solution](#)

**111.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[scau\\_accepted's solution](#)

**112.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-24 · Go (first AC) · Tags: combinatorics, math, probabilities

[scau\\_accepted's solution](#)

**113.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2026-01-21 · Go (first AC) · Tags: brute force, constructive algorithms, interactive, math

[scau\\_accepted's solution](#)

**114.**

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2026-01-20 · Go (first AC) · Tags: data structures, implementation, sortings, two pointers

[scau\\_accepted's solution](#)

**115.**

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-20 · Go (first AC) · Tags: binary search, brute force, data structures, dp, greedy  
[scau\\_accepted's solution](#)

**116.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

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

**117.**

2183F

[Jumping Man](#) · [Tutorial](#)

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

**118.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · Go (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math  
[scau\\_accepted's solution](#)

**119.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-24 · Go (first AC) · Tags: combinatorics, math, probabilities  
[scau\\_accepted's solution](#)

**120.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2026-01-23 · Go (first AC) · Tags: constructive algorithms  
[scau\\_accepted's solution](#)

**121.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2026-01-23 · Go (first AC) · Tags: graphs, implementation, trees, two pointers  
[scau\\_accepted's solution](#)

**122.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2026-01-23 · Go (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math  
[scau\\_accepted's solution](#)

**123.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, dp, greedy, math  
[scau\\_accepted's solution](#)

**124.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, combinatorics, implementation, math, sortings  
[scau\\_accepted's solution](#)

**125.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-12-25 · Go (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[scau\\_accepted's solution](#)

**126.**

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2026-01-22 · Go (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[scau\\_accepted's solution](#)

**127.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[scau\\_accepted's solution](#)

**128.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-12-25 · Go (first AC) · Tags: combinatorics, dp, math

[scau\\_accepted's solution](#)

**129.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2026-01-23 · Go (first AC) · Tags: constructive algorithms, math

[scau\\_accepted's solution](#)

**130.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2026-01-22 · Go (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[scau\\_accepted's solution](#)

**131.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2026-01-21 · Go (first AC) · Tags: bitmasks, math, matrices

[scau\\_accepted's solution](#)

**132.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · Go (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[scau\\_accepted's solution](#)

**133.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · Go (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[scau\\_accepted's solution](#)

**134.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-12-25 · Go (first AC) · Tags: combinatorics, data structures, greedy

[scau\\_accepted's solution](#)

**135.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-12-25 · Go (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[scau\\_accepted's solution](#)

**136.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-12-25 · Go (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[scau\\_accepted's solution](#)

**137.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-24 · Go (first AC) · Tags: combinatorics, dp, fft, math, trees

[scau\\_accepted's solution](#)

**138.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[scau\\_accepted's solution](#)

**139.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[scau\\_accepted's solution](#)

**140.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-01-21 · Go (first AC) · Tags: bitmasks, dp, games, greedy, math

[scau\\_accepted's solution](#)

**141.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[scau\\_accepted's solution](#)

**142.**

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2026-01-23 · Go (first AC) · Tags: greedy, math

[scau\\_accepted's solution](#)

**143.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2026-01-22 · Go (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[scau\\_accepted's solution](#)

**144.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2026-01-22 · Go (first AC) · Tags: brute force, data structures, greedy, implementation, math

[scau\\_accepted's solution](#)

**145.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2026-01-21 · Go (first AC) · Tags: data structures, dfs and similar, dp, greedy

[scau\\_accepted's solution](#)

**146.**

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2026-01-21 · Go (first AC) · Tags: dp, math, probabilities

[scau\\_accepted's solution](#)

**147.**

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2026-01-20 · Go (first AC) · Tags: data structures, dp, greedy, trees

[scau\\_accepted's solution](#)

**148.**

2138E1

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

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[scau\\_accepted's solution](#)

**149.**

2138E2

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

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory

[scau\\_accepted's solution](#)

**150.**

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-24 · Go (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math

[scau\\_accepted's solution](#)

**151.**

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms

[scau\\_accepted's solution](#)

**152.**

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-20 · Go (first AC) · Tags: constructive algorithms, greedy, interactive

[scau\\_accepted's solution](#)

**153.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-18 · Go (first AC) · Tags: combinatorics

[scau\\_accepted's solution](#)

**154.**

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-12-25 · Go (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[scau\\_accepted's solution](#)

**155.**

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-24 · Go (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[scau\\_accepted's solution](#)

**156.**

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[scau\\_accepted's solution](#)

**157.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2026-01-23 · Go (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[scau\\_accepted's solution](#)

**158.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2026-01-22 · Go (first AC) · Tags: bitmasks, constructive algorithms, dp

[scau\\_accepted's solution](#)

**159.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, fft, math, trees

[scau\\_accepted's solution](#)

**160.**

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, dp, math

[scau\\_accepted's solution](#)

**161.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2026-01-20 · Go (first AC) · Tags: combinatorics, dp, trees

[scau\\_accepted's solution](#)

**162.**

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-20 · Go (first AC) · Tags: bitmasks, dp

[scau\\_accepted's solution](#)

**163.**

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, math

[scau\\_accepted's solution](#)

**164.**

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2026-01-22 · Go (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[scau\\_accepted's solution](#)

**165.**

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2026-01-21 · Go (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[scau\\_accepted's solution](#)

**166.**

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-24 · Go (first AC) · Tags: data structures, dp, greedy, trees

[scau\\_accepted's solution](#)

**167.**

2180H1

[Bug Is Feature \(Unconditional Version\) · Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[scau\\_accepted's solution](#)

**168.**

1975I

[Mind Bloom · Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-01-23 · Go (first AC) · Tags: dp

[scau\\_accepted's solution](#)

**169.**

1975H

[378QAQ and Core · Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2026-01-23 · Go (first AC) · Tags: greedy, strings

[scau\\_accepted's solution](#)

**170.**

2127G2

[Inter Active \(Hard Version\) · Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2026-01-22 · Go (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[scau\\_accepted's solution](#)

**171.**

2077G

[RGB Walking · Tutorial](#)

Quality: 135 global accepts · Rating: 3500 · first AC: 2026-01-22 · Go (first AC) · Tags: bitmasks, chinese remainder theorem, dfs and similar, graphs, number theory

[scau\\_accepted's solution](#)

**172.**

2089E

[Black Cat Collapse · Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: —

[scau\\_accepted's solution](#)

**173.**

2097F

[Lost Luggage · Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: dp, flows

[scau\\_accepted's solution](#)

**174.**

2115E

[Gellyfish and Mayflower · Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: dp, graphs

[scau\\_accepted's solution](#)

**175.**

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\) · Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2026-01-21 · last AC: 2026-01-21 · Go (first AC) · Tags: data structures

[scau\\_accepted's solution](#)

**176.**

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\) · Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: data structures

[scau\\_accepted's solution](#)

**177.**

2129F2

[Top-K Tracker \(Hard Version\) · Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: interactive

[scau\\_accepted's solution](#)

**178.**

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: interactive

[scau\\_accepted's solution](#)

**179.**

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: data structures, hashing, math, trees

[scau\\_accepted's solution](#)

**180.**

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2026-01-21 · Go (first AC) · Tags: combinatorics, dp, math, number theory

[scau\\_accepted's solution](#)

**181.**

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-01-08 · Go (first AC) · Tags: constructive algorithms

[scau\\_accepted's solution](#)

**182.**

2183I2

[Pairs Flipping \(Hard Version\)](#) · [Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-01-08 · Go (first AC) · Tags: constructive algorithms

[scau\\_accepted's solution](#)

**183.**

2138F

[Ode to the Bridge Builder](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, geometry

[scau\\_accepted's solution](#)

**184.**

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, math

[scau\\_accepted's solution](#)

**185.**

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-12-25 · Go (first AC) · Tags: constructive algorithms, flows, graphs

[scau\\_accepted's solution](#)

**186.**

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-12-25 · Go (first AC) · Tags: dp, games

[scau\\_accepted's solution](#)

**187.**

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-24 · Go (first AC) · Tags: bitmasks, combinatorics, implementation, math

[scau\\_accepted's solution](#)

**188.**

2180H2

[Bug Is Feature \(Conditional Version\)](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2025-12-24 · Go (first AC) · Tags: games

