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Unique solved — sounansya

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

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Count: 178

1.

2172A

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2.

2183A

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

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3.

2178A

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4.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
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5.

2062A

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6.

2036A

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7.

2038N

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8.

1856A

[Tales of a Sort](#) · [Tutorial](#)

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9.

1779A

[Hall of Fame](#) · [Tutorial](#)

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10.

1739A

[Immobile Knight](#) · [Tutorial](#)

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11.

1733A

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12.

1729B

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13.

1729A

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14.

1728B

[Best Permutation](#) · [Tutorial](#)

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[sounansya's solution](#)

15.

1728A

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16.

1714C

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17.

1721A

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18.

1499A

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19.

2178B

[Impost or Sus](#) · [Tutorial](#)

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20.

2085A

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21.

1856B

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22.

1779B

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23.

1737A

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24.

1733B

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[sounansya's solution](#)

25.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[sounansya's solution](#)

26.

1765M

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27.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-19 · Java 11 (first AC) · Tags: brute force, dp, greedy, implementation

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28.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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29.

1739B

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[sounansya's solution](#)

30.

1729C

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31.

2085B

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Quality: 17,099 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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32.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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33.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

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34.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

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35.

2041B

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36.

2041E

[Beautiful Array](#) · [Tutorial](#)

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37.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-10-07 · Java 11 (first AC) · Tags: implementation, sortings

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38.

1729D

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39.

2206K

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Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

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40.

2187A

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41.

2165A

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Quality: 14,111 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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- 42.**
2073L
[Boarding Queue](#) · [Tutorial](#)
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2041A
[The Bento Box Adventure](#) · [Tutorial](#)
Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-12-18 · last AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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- 44.**
1737B
[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)
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- 45.**
1733C
[Parity Shuffle Sorting](#) · [Tutorial](#)
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- 46.**
2131E
[Adjacent XOR](#) · [Tutorial](#)
Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
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- 47.**
2045C
[Saraga](#) · [Tutorial](#)
Quality: 7,215 global accepts · Rating: 1400 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
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- 48.**
1733D1
[Zero-One \(Easy Version\)](#) · [Tutorial](#)
Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · Java 11 (first AC) · Tags: constructive algorithms, greedy, math
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- 49.**
1728C
[Digital Logarithm](#) · [Tutorial](#)
Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · Java 11 (first AC) · Tags: data structures, greedy, sortings
[sounansya's solution](#)
- 50.**
1714E
[Add Modulo 10](#) · [Tutorial](#)
Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-09-06 · Java 11 (first AC) · Tags: brute force, math, number theory
[sounansya's solution](#)
- 51.**
1692G
[2^Sort](#) · [Tutorial](#)
Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-09-06 · Java 11 (first AC) · Tags: data structures, dp, sortings, two pointers
[sounansya's solution](#)
- 52.**
2183D1
[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)
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53.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

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54.

2069C

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

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[sounansya's solution](#)

55.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · Java 11 (first AC) · Tags: constructive algorithms, games, implementation, math

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56.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-10-07 · Java 11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

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57.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: combinatorics, constructive algorithms, dp, games

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58.

2085C

[Serval and The Formula](#) · [Tutorial](#)

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59.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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60.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

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61.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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62.

1779C

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63.

1714D

[Color with Occurrences](#) · [Tutorial](#)

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64.

2206J

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65.

2089A

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Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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66.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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67.

2039D

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Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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68.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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69.

2041D

[Drunk Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

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70.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · Java 11 (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

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71.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-10-07 · Java 11 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[sounansya's solution](#)

72.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[sounansya's solution](#)

73.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[sounansya's solution](#)

74.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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75.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

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76.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[sounansya's solution](#)

77.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[sounansya's solution](#)

78.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

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79.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · Java 11 (first AC) · Tags: interactive, probabilities

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80.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · Java 11 (first AC) · Tags: constructive algorithms, dp, games, two pointers

[sounansya's solution](#)

81.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-09-06 · last AC: 2022-09-06 · Java 11 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

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82.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-12-28 · last AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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83.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[sounansya's solution](#)

84.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-11 · last AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

85.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[sounansya's solution](#)

86.

1949C

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

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[sounansya's solution](#)

87.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2025-02-20 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, number theory, two pointers

[sounansya's solution](#)

88.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · Java 11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[sounansya's solution](#)

89.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[sounansya's solution](#)

90.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[sounansya's solution](#)

91.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,309 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy

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92.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

93.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[sounansya's solution](#)

94.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[sounansya's solution](#)

95.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[sounansya's solution](#)

96.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[sounansya's solution](#)

97.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · Java 11 (first AC) · Tags: dp, greedy

[sounansya's solution](#)

98.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[sounansya's solution](#)

99.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[sounansya's solution](#)

100.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[sounansya's solution](#)

101.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[sounansya's solution](#)

102.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[sounansya's solution](#)

103.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[sounansya's solution](#)

104.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[sounansya's solution](#)

105.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[sounansya's solution](#)

106.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[sounansya's solution](#)

107.

2045I

[Microwavable Subsequence](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[sounansya's solution](#)

108.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

109.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[sounansya's solution](#)

110.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-12-28 · last AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

111.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[sounansya's solution](#)

112.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

113.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[sounansya's solution](#)

114.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[sounansya's solution](#)

115.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[sounansya's solution](#)

116.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

117.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[sounansya's solution](#)

118.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[sounansya's solution](#)

119.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[sounansya's solution](#)

120.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

121.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[sounansya's solution](#)

122.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[sounansya's solution](#)

123.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[sounansya's solution](#)

124.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[sounansya's solution](#)

125.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[sounansya's solution](#)

126.

2085F1

[Serval and Colorful Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[sounansya's solution](#)

127.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-08 · last AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[sounansya's solution](#)

128.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

129.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[sounansya's solution](#)

130.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-07 · last AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

131.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

132.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

133.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[sounansya's solution](#)

134.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[sounansya's solution](#)

135.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[sounansya's solution](#)

136.

2222B

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

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[sounansya's solution](#)

137.

2222A

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

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[sounansya's solution](#)

138.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,542 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive
[sounansya's solution](#)

139.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[sounansya's solution](#)

140.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation
[sounansya's solution](#)

141.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings
[sounansya's solution](#)

142.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sounansya's solution](#)

143.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · last AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[sounansya's solution](#)

144.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

145.

105633I

[Greatest of the Greatest Common Divisors](#) · Tutorial

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

146.

105633B

[The Sparsest Number in Between](#) · Tutorial

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

147.

105633E

[E-Circuit Is Now on Sale!](#) · Tutorial

Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

148.

104832F

[Color Inversion on a Huge Chessboard](#) · Tutorial

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

149.

104832D

[Nested Repetition Compression](#) · Tutorial

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

150.

104832A

[Yokohama Phenomena](#) · Tutorial

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

151.

105584A

[Snacks within 300 Yen](#) · Tutorial

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

152.

101208B

[Hey, Better Bettor](#) · Tutorial

Rating: — · first AC: 2025-09-03 · last AC: 2025-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

153.

104288A

[Crystal Crosswind](#) · Tutorial

Rating: — · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

154.

104633D

[Gene Folding](#) · Tutorial

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

155.

104633J

['S No Problem](#) · Tutorial

Rating: — · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

156.

1046330

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

157.

104633C

[Domes · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

158.

104633G

[Opportunity Cost · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

159.

104633M

[Trailing Digits · Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

160.

102482B

[Comma Sprinkler · Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

161.

102482A

[Catch the Plane · Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

162.

102482K

[Wireless is the New Fiber · Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

163.

102482F

[Go with the Flow · Tutorial](#)

Rating: — · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

164.

104288F

[Islands from the Sky · Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

165.

104288H

[Prehistoric Programs · Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

166.

104288L

[Where Am I? · Tutorial](#)

Rating: — · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[sounansya's solution](#)

167.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-04 · PyPy 3-64 (first AC) · Tags: —

[sounansya's solution](#)

168.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

169.

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

170.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · last AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

171.

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

172.

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

173.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

174.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

175.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

176.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

177.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)

178.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[sounansya's solution](#)