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Unique solved — sszcdjr

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

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

Filters: none

Count: 138

1.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sszcdjr's solution](#)

2.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[sszcdjr's solution](#)

3.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sszcdjr's solution](#)

4.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sszcdjr's solution](#)

5.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[sszcdjr's solution](#)

6.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[sszcdjr's solution](#)

7.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sszcdjr's solution](#)

8.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[sszcdjr's solution](#)

9.

1589A

[Mathematical Addition](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[sszcdjr's solution](#)

10.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[sszcdjr's solution](#)

11.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[sszcdjr's solution](#)

12.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[sszcdjr's solution](#)

13.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[sszcdjr's solution](#)

14.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, implementation

[sszcdjr's solution](#)

15.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[sszcdjr's solution](#)

16.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math

[sszcdjr's solution](#)

17.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math

[sszcdjr's solution](#)

18.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: greedy, math

[sszcdjr's solution](#)

19.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: greedy

[sszcdjr's solution](#)

20.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[sszcdjr's solution](#)

21.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[sszcdjr's solution](#)

22.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: implementation, strings
[sszcdjr's solution](#)

23.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, probabilities
[sszcdjr's solution](#)

24.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[sszcdjr's solution](#)

25.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[sszcdjr's solution](#)

26.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[sszcdjr's solution](#)

27.

1589C

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[sszcdjr's solution](#)

28.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings
[sszcdjr's solution](#)

29.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[sszcdjr's solution](#)

30.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[sszcdjr's solution](#)

31.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math,

sortings

[sszcdjr's solution](#)

32.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,313 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[sszcdjr's solution](#)

33.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[sszcdjr's solution](#)

34.

1589B

[Coloring Rectangles](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sszcdjr's solution](#)

35.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[sszcdjr's solution](#)

36.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy

[sszcdjr's solution](#)

37.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[sszcdjr's solution](#)

38.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[sszcdjr's solution](#)

39.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sszcdjr's solution](#)

40.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[sszcdjr's solution](#)

41.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[sszcdjr's solution](#)

42.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[sszcdjr's solution](#)

43.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[sszcdjr's solution](#)

44.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings
[sszcdjr's solution](#)

45.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[sszcdjr's solution](#)

46.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[sszcdjr's solution](#)

47.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[sszcdjr's solution](#)

48.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[sszcdjr's solution](#)

49.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[sszcdjr's solution](#)

50.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[sszcdjr's solution](#)

51.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, math, number theory
[sszcdjr's solution](#)

52.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[sszcdjr's solution](#)

53.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[sszcdjr's solution](#)

54.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[sszcdjr's solution](#)

55.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[sszcdjr's solution](#)

56.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[sszcdjr's solution](#)

57.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,535 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[sszcdjr's solution](#)

58.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[sszcdjr's solution](#)

59.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[sszcdjr's solution](#)

60.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[sszcdjr's solution](#)

61.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[sszcdjr's solution](#)

62.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[sszcdjr's solution](#)

63.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[sszcdjr's solution](#)

64.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[sszcdjr's solution](#)

65.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[sszcdjr's solution](#)

66.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[sszcdjr's solution](#)

67.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[sszcdjr's solution](#)

68.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[sszcdjr's solution](#)

69.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[sszcdjr's solution](#)

70.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[sszcdjr's solution](#)

71.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[sszcdjr's solution](#)

72.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[sszcdjr's solution](#)

73.

1583D

[Omkar and the Meaning of Life](#) · Tutorial

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[sszcdjr's solution](#)

74.

1620C

[BA-String](#) · Tutorial

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[sszcdjr's solution](#)

75.

1534D

[Lost Tree](#) · Tutorial

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[sszcdjr's solution](#)

76.

1517D

[Explorer Space](#) · Tutorial

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[sszcdjr's solution](#)

77.

1701D

[Permutation Restoration](#) · Tutorial

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[sszcdjr's solution](#)

78.

16E

[Fish](#) · Tutorial

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[sszcdjr's solution](#)

79.

1661D

[Progressions Covering](#) · Tutorial

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[sszcdjr's solution](#)

80.

1561D2

[Up the Strip](#) · Tutorial

Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[sszcdjr's solution](#)

81.

1475F

[Unusual Matrix](#) · Tutorial

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[sszcdjr's solution](#)

82.

294C

[Shaass and Lights](#) · Tutorial

Quality: 4,354 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[sszcdjr's solution](#)

83.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[sszcdjr's solution](#)

84.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[sszcdjr's solution](#)

85.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[sszcdjr's solution](#)

86.

1591D

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

Rating: 1900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[sszcdjr's solution](#)

87.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[sszcdjr's solution](#)

88.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sszcdjr's solution](#)

89.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[sszcdjr's solution](#)

90.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[sszcdjr's solution](#)

91.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[sszcdjr's solution](#)

92.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · last AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[sszcdjr's solution](#)

93.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[sszcdjr's solution](#)

94.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[sszcdjr's solution](#)

95.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[sszcdjr's solution](#)

96.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sszcdjr's solution](#)

97.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[sszcdjr's solution](#)

98.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[sszcdjr's solution](#)

99.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
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100.

1185G1

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101.

1650G

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102.

1621D

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103.

1606E

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104.

28C

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105.

1227F1

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106.

1666I

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107.

712D

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108.

628D

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109.

1650F

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110.

1622E

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111.

570E

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Quality: 2,106 global accepts · Rating: 2300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[sszcdjr's solution](#)

112.

1073E

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Quality: 3,574 global accepts · Rating: 2300 · first AC: 2022-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[sszcdjr's solution](#)

113.

451E

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Quality: 4,542 global accepts · Rating: 2300 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number

theory

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114.

327E

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115.

1264C

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116.

513G2

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Quality: 725 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[sszcdjr's solution](#)

117.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[sszcdjr's solution](#)

118.

449D

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[sszcdjr's solution](#)

119.

1701F

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Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[sszcdjr's solution](#)

120.

1701E

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Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[sszcdjr's solution](#)

121.

1666E

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Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[sszcdjr's solution](#)

122.

40E

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[sszcdjr's solution](#)

123.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[sszcdjr's solution](#)

124.

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[sszcdjr's solution](#)

125.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[sszcdjr's solution](#)

126.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[sszcdjr's solution](#)

127.

140F

[New Year Snowflake](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[sszcdjr's solution](#)

128.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[sszcdjr's solution](#)

129.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[sszcdjr's solution](#)

130.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, probabilities

[sszcdjr's solution](#)

131.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-01-08 · last AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing

[sszcdjr's solution](#)

132.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[sszcdjr's solution](#)

133.

2045K

[GCDDCG](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 2900 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[sszcdjr's solution](#)

134.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[sszcdjr's solution](#)

135.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[sszcdjr's solution](#)

136.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[sszcdjr's solution](#)

137.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[sszcdjr's solution](#)

138.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[sszcdjr's solution](#)