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Unique solved — sto lgvc orz

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

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

Filters: none

Count: 215

1.

2211A

[Antimedean Deletion](#) · [Tutorial](#)

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[sto_lgvc_orz's solution](#)

2.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[sto_lgvc_orz's solution](#)

3.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,842 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[sto_lgvc_orz's solution](#)

4.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,988 global accepts · Rating: 800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[sto_lgvc_orz's solution](#)

5.

2060A

[Fibonacciess](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[sto_lgvc_orz's solution](#)

6.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[sto_lgvc_orz's solution](#)

7.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math
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8.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[sto_lgvc_orz's solution](#)

9.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings
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10.

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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11.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[sto_lgvc_orz's solution](#)

12.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[sto_lgvc_orz's solution](#)

13.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,160 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[sto_lgvc_orz's solution](#)

14.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[sto_lgvc_orz's solution](#)

15.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[sto_lgvc_orz's solution](#)

16.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[sto_lgvc_orz's solution](#)

17.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[sto_lgvc_orz's solution](#)

18.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[sto_lgvc_orz's solution](#)

19.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[sto_lgvc_orz's solution](#)

20.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[sto_lgvc_orz's solution](#)

21.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sto_lgvc_orz's solution](#)

22.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

[sto_lgvc_orz's solution](#)

23.

1619B

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Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sto_lgvc_orz's solution](#)

24.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sto_lgvc_orz's solution](#)

25.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[sto_lgvc_orz's solution](#)

26.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[sto_lgvc_orz's solution](#)

27.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sto_lgvc_orz's solution](#)

28.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[sto_lgvc_orz's solution](#)

29.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[sto_lgvc_orz's solution](#)

30.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2022-04-23 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

31.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

math, strings

[sto_lgvc_orz's solution](#)

32.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[sto_lgvc_orz's solution](#)

33.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

34.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[sto_lgvc_orz's solution](#)

35.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-04-30 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sto_lgvc_orz's solution](#)

36.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sto_lgvc_orz's solution](#)

37.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[sto_lgvc_orz's solution](#)

38.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sto_lgvc_orz's solution](#)

39.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[sto_lgvc_orz's solution](#)

40.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

41.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[sto_lgvc_orz's solution](#)

42.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

43.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

44.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[sto_lgvc_orz's solution](#)

45.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[sto_lgvc_orz's solution](#)

46.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[sto_lgvc_orz's solution](#)

47.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[sto_lgvc_orz's solution](#)

48.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,428 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

49.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[sto_lgvc_orz's solution](#)

50.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[sto_lgvc_orz's solution](#)

51.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

52.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

53.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[sto_lgvc_orz's solution](#)

54.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math
[sto_lgvc_orz's solution](#)

55.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[sto_lgvc_orz's solution](#)

56.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sto_lgvc_orz's solution](#)

57.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,001 global accepts · Rating: 800 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[sto_lgvc_orz's solution](#)

58.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[sto_lgvc_orz's solution](#)

59.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[sto_lgvc_orz's solution](#)

60.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[sto_lgvc_orz's solution](#)

61.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,367 global accepts · Rating: 800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[sto_lgvc_orz's solution](#)

62.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,911 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[sto_lgvc_orz's solution](#)

63.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,900 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[sto_lgvc_orz's solution](#)

- 64.**
1625A
[Ancient Civilization](#) · [Tutorial](#)
Quality: 18,287 global accepts · Rating: 800 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
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- 65.**
1644B
[Anti-Fibonacci Permutation](#) · [Tutorial](#)
Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[sto_lgvc_orz's solution](#)
- 66.**
1651B
[Prove Him Wrong](#) · [Tutorial](#)
Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[sto_lgvc_orz's solution](#)
- 67.**
2157B
[Expansion Plan 2](#) · [Tutorial](#)
Quality: 12,907 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[sto_lgvc_orz's solution](#)
- 68.**
2125B
[Left and Down](#) · [Tutorial](#)
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[sto_lgvc_orz's solution](#)
- 69.**
2060C
[Game of Mathletes](#) · [Tutorial](#)
Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers
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- 70.**
2031B
[Penchick and Satay Sticks](#) · [Tutorial](#)
Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[sto_lgvc_orz's solution](#)
- 71.**
1988B
[Make Majority](#) · [Tutorial](#)
Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[sto_lgvc_orz's solution](#)
- 72.**
1988A
[Split the Multiset](#) · [Tutorial](#)
Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[sto_lgvc_orz's solution](#)
- 73.**
1875A
[Jellyfish and Undertale](#) · [Tutorial](#)
Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[sto_lgvc_orz's solution](#)
- 74.**
1879B
[Chips on the Board](#) · [Tutorial](#)
Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sto_lgvc_orz's solution](#)

75.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[sto_lgvc_orz's solution](#)

76.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[sto_lgvc_orz's solution](#)

77.

1675B

[Make It Increasing](#) · [Tutorial](#)

Quality: 43,306 global accepts · Rating: 900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sto_lgvc_orz's solution](#)

78.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[sto_lgvc_orz's solution](#)

79.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

80.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[sto_lgvc_orz's solution](#)

81.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[sto_lgvc_orz's solution](#)

82.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

83.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

84.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[sto_lgvc_orz's solution](#)

85.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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86.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[sto_lgvc_orz's solution](#)

87.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

88.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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89.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,951 global accepts · Rating: 1000 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[sto_lgvc_orz's solution](#)

90.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,028 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math

[sto_lgvc_orz's solution](#)

91.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[sto_lgvc_orz's solution](#)

92.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[sto_lgvc_orz's solution](#)

93.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[sto_lgvc_orz's solution](#)

94.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[sto_lgvc_orz's solution](#)

95.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[sto_lgvc_orz's solution](#)

96.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[sto_lgvc_orz's solution](#)

97.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math
[sto_lgvc_orz's solution](#)

98.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[sto_lgvc_orz's solution](#)

99.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[sto_lgvc_orz's solution](#)

100.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[sto_lgvc_orz's solution](#)

101.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sto_lgvc_orz's solution](#)

102.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[sto_lgvc_orz's solution](#)

103.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[sto_lgvc_orz's solution](#)

104.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[sto_lgvc_orz's solution](#)

105.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[sto_lgvc_orz's solution](#)

106.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[sto_lgvc_orz's solution](#)

107.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[sto_lgvc_orz's solution](#)

108.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[sto_lgvc_orz's solution](#)

109.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[sto_lgvc_orz's solution](#)

110.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[sto_lgvc_orz's solution](#)

111.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[sto_lgvc_orz's solution](#)

112.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[sto_lgvc_orz's solution](#)

113.

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[sto_lgvc_orz's solution](#)

114.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[sto_lgvc_orz's solution](#)

115.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[sto_lgvc_orz's solution](#)

116.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[sto_lgvc_orz's solution](#)

117.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[sto_lgvc_orz's solution](#)

118.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-23 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[sto_lgvc_orz's solution](#)

119.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[sto_lgvc_orz's solution](#)

120.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,594 global accepts · Rating: 1200 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[sto_lgvc_orz's solution](#)

121.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[sto_lgvc_orz's solution](#)

122.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[sto_lgvc_orz's solution](#)

123.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[sto_lgvc_orz's solution](#)

124.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[sto_lgvc_orz's solution](#)

125.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[sto_lgvc_orz's solution](#)

126.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[sto_lgvc_orz's solution](#)

127.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[sto_lgvc_orz's solution](#)

128.

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[sto_lgvc_orz's solution](#)

129.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[sto_lgvc_orz's solution](#)

130.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[sto_lgvc_orz's solution](#)

131.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[sto_lgvc_orz's solution](#)

132.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[sto_lgvc_orz's solution](#)

133.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[sto_lgvc_orz's solution](#)

134.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[sto_lgvc_orz's solution](#)

135.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-07-20 · last AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[sto_lgvc_orz's solution](#)

136.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[sto_lgvc_orz's solution](#)

137.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[sto_lgvc_orz's solution](#)

138.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[sto_lgvc_orz's solution](#)

139.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[sto_lgvc_orz's solution](#)

140.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[sto_lgvc_orz's solution](#)

141.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[sto_lgvc_orz's solution](#)

142.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
[sto_lgvc_orz's solution](#)

143.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[sto_lgvc_orz's solution](#)

144.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[sto_lgvc_orz's solution](#)

145.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[sto_lgvc_orz's solution](#)

146.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[sto_lgvc_orz's solution](#)

147.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[sto_lgvc_orz's solution](#)

148.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[sto_lgvc_orz's solution](#)

149.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[sto_lgvc_orz's solution](#)

150.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[sto_lgvc_orz's solution](#)

151.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[sto_lgvc_orz's solution](#)

152.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[sto_lgvc_orz's solution](#)

153.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2023-01-03 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[sto_lgvc_orz's solution](#)

154.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[sto_lgvc_orz's solution](#)

155.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[sto_lgvc_orz's solution](#)

156.

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[sto_lgvc_orz's solution](#)

157.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[sto_lgvc_orz's solution](#)

158.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[sto_lgvc_orz's solution](#)

159.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[sto_lgvc_orz's solution](#)

160.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[sto_lgvc_orz's solution](#)

161.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[sto_lgvc_orz's solution](#)

162.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[sto_lgvc_orz's solution](#)

163.

1660E

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

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[sto_lgvc_orz's solution](#)

164.

1660D

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

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[sto_lgvc_orz's solution](#)

165.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute

force, dp, greedy, math

[sto_lgvc_orz's solution](#)

166.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,693 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[sto_lgvc_orz's solution](#)

167.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[sto_lgvc_orz's solution](#)

168.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[sto_lgvc_orz's solution](#)

169.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[sto_lgvc_orz's solution](#)

170.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[sto_lgvc_orz's solution](#)

171.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[sto_lgvc_orz's solution](#)

172.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[sto_lgvc_orz's solution](#)

173.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,883 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[sto_lgvc_orz's solution](#)

174.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[sto_lgvc_orz's solution](#)

175.

559B

[Equivalent Strings](#) · [Tutorial](#)

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing,

sortings, strings

[sto_lgvc_orz's solution](#)

176.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[sto_lgvc_orz's solution](#)

177.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[sto_lgvc_orz's solution](#)

178.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[sto_lgvc_orz's solution](#)

179.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2022-11-25 · last AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[sto_lgvc_orz's solution](#)

180.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[sto_lgvc_orz's solution](#)

181.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[sto_lgvc_orz's solution](#)

182.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,315 global accepts · Rating: 1800 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[sto_lgvc_orz's solution](#)

183.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[sto_lgvc_orz's solution](#)

184.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[sto_lgvc_orz's solution](#)

185.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[sto_lgvc_orz's solution](#)

186.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[sto_lgvc_orz's solution](#)

187.

1914F

[Programming Competition](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[sto_lgvc_orz's solution](#)

188.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

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189.

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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190.

19B

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Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

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191.

25C

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192.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

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193.

1114D

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Quality: 7,979 global accepts · Rating: 1900 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

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194.

2063D

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Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

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195.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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196.

242E

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Quality: 11,864 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[sto_lgvc_orz's solution](#)

197.

1988D

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Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[sto_lgvc_orz's solution](#)

198.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2022-12-02 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: games
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199.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
[sto_lgvc_orz's solution](#)

200.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[sto_lgvc_orz's solution](#)

201.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[sto_lgvc_orz's solution](#)

202.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[sto_lgvc_orz's solution](#)

203.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[sto_lgvc_orz's solution](#)

204.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[sto_lgvc_orz's solution](#)

205.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp
[sto_lgvc_orz's solution](#)

206.

438D

[The Child and Sequence](#) · Tutorial

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[sto_lgvc_orz's solution](#)

207.

1988E

[Range Minimum Sum](#) · Tutorial

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[sto_lgvc_orz's solution](#)

208.

2211F

[Learning Binary Search](#) · Tutorial

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math
[sto_lgvc_orz's solution](#)

209.

2157F

[Git Gud](#) · Tutorial

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[sto_lgvc_orz's solution](#)

210.

1707C

[DFS Trees](#) · Tutorial

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[sto_lgvc_orz's solution](#)

211.

2211E

[Minimum Path Cover](#) · Tutorial

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[sto_lgvc_orz's solution](#)

212.

896C

[Willem, Chtholly and Seniorious](#) · Tutorial

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[sto_lgvc_orz's solution](#)

213.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · Tutorial

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities
[sto_lgvc_orz's solution](#)

214.

19E

[Fairy](#) · Tutorial

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[sto_lgvc_orz's solution](#)

215.

1616H

[Keep XOR Low](#) · Tutorial

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[sto_lgvc_orz's solution](#)