

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

<https://cfelitetracker.vercel.app>

# Unique solved — studyyyzz

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

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

Filters: none

Count: 161

1.

2211A

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

Quality: 16,103 global accepts · Rating: 800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[studyyyzz's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,746 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[studyyyzz's solution](#)

3.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,084 global accepts · Rating: 800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[studyyyzz's solution](#)

4.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,534 global accepts · Rating: 800 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[studyyyzz's solution](#)

5.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[studyyyzz's solution](#)

6.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,590 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[studyyyzz's solution](#)

7.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,871 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings  
[studyyyzz's solution](#)

8.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,426 global accepts · Rating: 900 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[studyyyzz's solution](#)

9.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[studyyyzz's solution](#)

10.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings  
[studyyyzz's solution](#)

**11.**

2211B

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

Quality: 11,656 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[studyyyzz's solution](#)

**12.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[studyyyzz's solution](#)

**13.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,706 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[studyyyzz's solution](#)

**14.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[studyyyzz's solution](#)

**15.**

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[studyyyzz's solution](#)

**16.**

2211C1

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

Quality: 9,128 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, two pointers

[studyyyzz's solution](#)

**17.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,727 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[studyyyzz's solution](#)

**18.**

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy

[studyyyzz's solution](#)

**19.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[studyyyzz's solution](#)

**20.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[studyyyzz's solution](#)

- 21.**  
414B  
[Mashmokh and ACM](#) · [Tutorial](#)  
Quality: 29,193 global accepts · Rating: 1400 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory  
[studyyyzz's solution](#)
- 22.**  
1990C  
[Mad MAD Sum](#) · [Tutorial](#)  
Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[studyyyzz's solution](#)
- 23.**  
743C  
[Vladik and fractions](#) · [Tutorial](#)  
Quality: 13,404 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[studyyyzz's solution](#)
- 24.**  
2130D  
[Stay or Mirror](#) · [Tutorial](#)  
Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[studyyyzz's solution](#)
- 25.**  
706C  
[Hard problem](#) · [Tutorial](#)  
Quality: 19,368 global accepts · Rating: 1600 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings  
[studyyyzz's solution](#)
- 26.**  
2178D  
[Xmas or Hysteria](#) · [Tutorial](#)  
Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[studyyyzz's solution](#)
- 27.**  
1340B  
[Nastya and Scoreboard](#) · [Tutorial](#)  
Quality: 8,311 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy  
[studyyyzz's solution](#)
- 28.**  
1093D  
[Beautiful Graph](#) · [Tutorial](#)  
Quality: 11,331 global accepts · Rating: 1700 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[studyyyzz's solution](#)
- 29.**  
1333C  
[Eugene and an array](#) · [Tutorial](#)  
Quality: 13,365 global accepts · Rating: 1700 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[studyyyzz's solution](#)
- 30.**  
2211C2  
[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)  
Quality: 3,684 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, greedy  
[studyyyzz's solution](#)
- 31.**  
2176D  
[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,766 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings  
[studyyyzz's solution](#)

**32.**

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees  
[studyyyzz's solution](#)

**33.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
[studyyyzz's solution](#)

**34.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,903 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[studyyyzz's solution](#)

**35.**

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math  
[studyyyzz's solution](#)

**36.**

2130E1

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

Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, strings  
[studyyyzz's solution](#)

**37.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2023-09-12 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[studyyyzz's solution](#)

**38.**

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive  
[studyyyzz's solution](#)

**39.**

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive  
[studyyyzz's solution](#)

**40.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy  
[studyyyzz's solution](#)

**41.**

2130E2

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

Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings  
[studyyyzz's solution](#)

42.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[studyyyzz's solution](#)

43.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy

[studyyyzz's solution](#)

44.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs

[studyyyzz's solution](#)

45.

1207F

[Remainder Problem](#) · [Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-09-18 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[studyyyzz's solution](#)

46.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[studyyyzz's solution](#)

47.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[studyyyzz's solution](#)

48.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[studyyyzz's solution](#)

49.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2025-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[studyyyzz's solution](#)

50.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[studyyyzz's solution](#)

51.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[studyyyzz's solution](#)

52.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[studyyyzz's solution](#)

53.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[studyyyzz's solution](#)

54.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2026-03-17 · last AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math  
[studyyyzz's solution](#)

55.

2130E3

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

Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: interactive  
[studyyyzz's solution](#)

56.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2025-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees  
[studyyyzz's solution](#)

57.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs  
[studyyyzz's solution](#)

58.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[studyyyzz's solution](#)

59.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs  
[studyyyzz's solution](#)

60.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[studyyyzz's solution](#)

61.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[studyyyzz's solution](#)

**62.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[studyyzz's solution](#)

**63.**

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2025-03-03 · last AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[studyyzz's solution](#)

**64.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2025-07-24 · last AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[studyyzz's solution](#)

**65.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2025-07-19 · last AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[studyyzz's solution](#)

**66.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[studyyzz's solution](#)

**67.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[studyyzz's solution](#)

**68.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[studyyzz's solution](#)

**69.**

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[studyyzz's solution](#)

**70.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[studyyzz's solution](#)

**71.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[studyyzz's solution](#)

**72.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[studyyyzz's solution](#)

**73.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings  
[studyyyzz's solution](#)

**74.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees  
[studyyyzz's solution](#)

**75.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[studyyyzz's solution](#)

**76.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[studyyyzz's solution](#)

**77.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[studyyyzz's solution](#)

**78.**

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2025-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer  
[studyyyzz's solution](#)

**79.**

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[studyyyzz's solution](#)

**80.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math  
[studyyyzz's solution](#)

**81.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2026-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[studyyyzz's solution](#)

**82.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2025-07-28 · last AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[studyyyzz's solution](#)

**83.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[studyyyzz's solution](#)

**84.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[studyyyzz's solution](#)

**85.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[studyyyzz's solution](#)

**86.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[studyyyzz's solution](#)

**87.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[studyyyzz's solution](#)

**88.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2026-02-21 · last AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[studyyyzz's solution](#)

**89.**

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[studyyyzz's solution](#)

**90.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[studyyyzz's solution](#)

**91.**

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2025-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[studyyyzz's solution](#)

- 92.**  
1918G  
[Permutation of Given](#) · [Tutorial](#)  
Quality: 658 global accepts · Rating: 2700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[studyyyzz's solution](#)
- 93.**  
475E  
[Strongly Connected City 2](#) · [Tutorial](#)  
Quality: 622 global accepts · Rating: 2700 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[studyyyzz's solution](#)
- 94.**  
1856E2  
[PermuTree \(hard version\)](#) · [Tutorial](#)  
Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[studyyyzz's solution](#)
- 95.**  
578D  
[LCS Again](#) · [Tutorial](#)  
Quality: 961 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[studyyyzz's solution](#)
- 96.**  
207C3  
[Game with Two Trees](#) · [Tutorial](#)  
Quality: 164 global accepts · Rating: 2700 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[studyyyzz's solution](#)
- 97.**  
1292D  
[Chaotic V.](#) · [Tutorial](#)  
Quality: 971 global accepts · Rating: 2700 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees  
[studyyyzz's solution](#)
- 98.**  
1781F  
[Bracket Insertion](#) · [Tutorial](#)  
Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees  
[studyyyzz's solution](#)
- 99.**  
1542E2  
[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)  
Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-01-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[studyyyzz's solution](#)
- 100.**  
1956E2  
[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)  
Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[studyyyzz's solution](#)
- 101.**  
13E  
[Holes](#) · [Tutorial](#)  
Quality: 7,954 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[studyyyzz's solution](#)
- 102.**  
1804F  
[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[studyyyzz's solution](#)

### 103.

1913F

[Palindromic Problem](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2026-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[studyyyzz's solution](#)

### 104.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[studyyyzz's solution](#)

### 105.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2026-01-24 · last AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[studyyyzz's solution](#)

### 106.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[studyyyzz's solution](#)

### 107.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-12-06 · last AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[studyyyzz's solution](#)

### 108.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, implementation

[studyyyzz's solution](#)

### 109.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2025-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[studyyyzz's solution](#)

### 110.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[studyyyzz's solution](#)

### 111.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[studyyyzz's solution](#)

### 112.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs  
[studyyyzz's solution](#)

**113.**

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings  
[studyyyzz's solution](#)

**114.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2026-02-22 · last AC: 2026-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[studyyyzz's solution](#)

**115.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[studyyyzz's solution](#)

**116.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[studyyyzz's solution](#)

**117.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[studyyyzz's solution](#)

**118.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2025-08-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[studyyyzz's solution](#)

**119.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows  
[studyyyzz's solution](#)

**120.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings  
[studyyyzz's solution](#)

**121.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[studyyyzz's solution](#)

**122.**

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2025-05-29 · last AC: 2025-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[studyyyzz's solution](#)

**123.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities  
[studyyzz's solution](#)

**124.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
[studyyzz's solution](#)

**125.**

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2025-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[studyyzz's solution](#)

**126.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[studyyzz's solution](#)

**127.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2026-03-22 · last AC: 2026-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy  
[studyyzz's solution](#)

**128.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2026-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees  
[studyyzz's solution](#)

**129.**

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees  
[studyyzz's solution](#)

**130.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, math  
[studyyzz's solution](#)

**131.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math  
[studyyzz's solution](#)

**132.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · last AC: 2025-05-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[studyyzz's solution](#)

**133.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[studyyzz's solution](#)

**134.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[studyyzz's solution](#)

**135.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[studyyzz's solution](#)

**136.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2025-12-26 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[studyyzz's solution](#)

**137.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2025-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[studyyzz's solution](#)

**138.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[studyyzz's solution](#)

**139.**

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[studyyzz's solution](#)

**140.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[studyyzz's solution](#)

**141.**

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[studyyzz's solution](#)

**142.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, sortings

[studyyzz's solution](#)

**143.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2025-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[studyyyzz's solution](#)

**144.**

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[studyyyzz's solution](#)

**145.**

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[studyyyzz's solution](#)

**146.**

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[studyyyzz's solution](#)

**147.**

1889E

[Doremy's Swapping Trees](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-04-23 · last AC: 2026-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[studyyyzz's solution](#)

**148.**

1942H

[Farmer John's Favorite Intern](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3500 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, flows, trees

[studyyyzz's solution](#)

**149.**

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[studyyyzz's solution](#)

**150.**

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[studyyyzz's solution](#)

**151.**

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[studyyyzz's solution](#)

**152.**

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[studyyyzz's solution](#)

**153.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[studyyyzz's solution](#)

**154.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, math, sortings, two pointers

[studyyyzz's solution](#)

**155.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[studyyyzz's solution](#)

**156.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)

**157.**

103627K

[Fake Plastic Trees 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)

**158.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)

**159.**

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · last AC: 2025-05-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)

**160.**

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · last AC: 2025-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)

**161.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[studyyyzz's solution](#)