

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

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# Unique solved — tdiv

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

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

Filters: none

Count: 266

1.

2149B

[Unconventional Pairs](#) · [Tutorial](#)

Quality: 33,063 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[tdiv's solution](#)

2.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,934 global accepts · Rating: 800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[tdiv's solution](#)

3.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[tdiv's solution](#)

4.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[tdiv's solution](#)

5.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math  
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6.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math  
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7.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[tdiv's solution](#)

8.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings  
[tdiv's solution](#)

9.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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10.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[tdiv's solution](#)

**11.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tdiv's solution](#)

**12.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tdiv's solution](#)

**13.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[tdiv's solution](#)

**14.**

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tdiv's solution](#)

**15.**

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy, math

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**16.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[tdiv's solution](#)

**17.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tdiv's solution](#)

**18.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[tdiv's solution](#)

**19.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tdiv's solution](#)

**20.**

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[tdiv's solution](#)

**21.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[tdiv's solution](#)

**22.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math  
[tdiv's solution](#)

**23.**

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[tdiv's solution](#)

**24.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[tdiv's solution](#)

**25.**

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[tdiv's solution](#)

**26.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[tdiv's solution](#)

**27.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,521 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[tdiv's solution](#)

**28.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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**29.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**30.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers  
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**31.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[tdiv's solution](#)

**32.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**33.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[tdiv's solution](#)

**34.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**35.**

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
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**36.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**37.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,737 global accepts · Rating: 800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tdiv's solution](#)

**38.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**39.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[tdiv's solution](#)

**40.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[tdiv's solution](#)

**41.**

1944A

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Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[tdiv's solution](#)

42.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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43.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,657 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
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44.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
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45.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,440 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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46.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[tdiv's solution](#)

47.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
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48.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
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49.

1890B

[Qingshan Loves Strings](#) · [Tutorial](#)

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
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50.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[tdiv's solution](#)

51.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[tdiv's solution](#)

52.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[tdiv's solution](#)

**53.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**54.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[tdiv's solution](#)

**55.**

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,249 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings  
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**56.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
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**57.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[tdiv's solution](#)

**58.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
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**59.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,078 global accepts · Rating: 900 · first AC: 2024-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**60.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
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**61.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math  
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**62.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,573 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**63.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

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**64.**

1927B

[Following the String · Tutorial](#)

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[tdiv's solution](#)

**65.**

2104B

[Move to the End · Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

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**66.**

2092B

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Quality: 24,822 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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**67.**

2055B

[Crafting · Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

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**68.**

1622B

[Berland Music · Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

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**69.**

2040B

[Paint a Strip · Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tdiv's solution](#)

**70.**

2034B

[Rakhsh's Revival · Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[tdiv's solution](#)

**71.**

1969B

[Shifts and Sorting · Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tdiv's solution](#)

**72.**

2039B

[Shohag Loves Strings · Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tdiv's solution](#)

**73.**

1955B

[Progressive Square · Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[tdiv's solution](#)

**74.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[tdiv's solution](#)

**75.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[tdiv's solution](#)

**76.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,804 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

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**77.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[tdiv's solution](#)

**78.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[tdiv's solution](#)

**79.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

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**80.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tdiv's solution](#)

**81.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[tdiv's solution](#)

**82.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tdiv's solution](#)

**83.**

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures,

implementation, trees

[tdiv's solution](#)

**84.**

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tdiv's solution](#)

**85.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[tdiv's solution](#)

**86.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[tdiv's solution](#)

**87.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tdiv's solution](#)

**88.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tdiv's solution](#)

**89.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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**90.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

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**91.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,026 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

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**92.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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**93.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**94.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**95.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices

[tdiv's solution](#)

**96.**

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[tdiv's solution](#)

**97.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

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**98.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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**99.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[tdiv's solution](#)

**100.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tdiv's solution](#)

**101.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[tdiv's solution](#)

**102.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[tdiv's solution](#)

**103.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tdiv's solution](#)

**104.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[tdiv's solution](#)

**105.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tdiv's solution](#)

**106.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[tdiv's solution](#)

**107.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tdiv's solution](#)

**108.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[tdiv's solution](#)

**109.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[tdiv's solution](#)

**110.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[tdiv's solution](#)

**111.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tdiv's solution](#)

**112.**

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tdiv's solution](#)

**113.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tdiv's solution](#)

**114.**

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tdiv's solution](#)

**115.**

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[tdiv's solution](#)

**116.**

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

[tdiv's solution](#)

**117.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tdiv's solution](#)

**118.**

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tdiv's solution](#)

**119.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[tdiv's solution](#)

**120.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tdiv's solution](#)

**121.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[tdiv's solution](#)

**122.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[tdiv's solution](#)

**123.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[tdiv's solution](#)

**124.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[tdiv's solution](#)

**125.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[tdiv's solution](#)

**126.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[tdiv's solution](#)

**127.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[tdiv's solution](#)

**128.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tdiv's solution](#)

**129.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[tdiv's solution](#)

**130.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[tdiv's solution](#)

**131.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[tdiv's solution](#)

**132.**

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tdiv's solution](#)

**133.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[tdiv's solution](#)

**134.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tdiv's solution](#)

**135.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[tdiv's solution](#)

**136.**

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[tdiv's solution](#)

**137.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[tdiv's solution](#)

**138.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[tdiv's solution](#)

**139.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[tdiv's solution](#)

**140.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[tdiv's solution](#)

**141.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[tdiv's solution](#)

**142.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[tdiv's solution](#)

**143.**

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[tdiv's solution](#)

**144.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tdiv's solution](#)

**145.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tdiv's solution](#)

**146.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[tdiv's solution](#)

**147.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[tdiv's solution](#)

**148.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[tdiv's solution](#)

**149.**

2085C

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

Quality: 13,563 global accepts · Rating: 1600 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tdiv's solution](#)

**150.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tdiv's solution](#)

**151.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[tdiv's solution](#)

**152.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[tdiv's solution](#)

**153.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[tdiv's solution](#)

**154.**

2047D

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

Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[tdiv's solution](#)

**155.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[tdiv's solution](#)

**156.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tdiv's solution](#)

**157.**

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tdiv's solution](#)

**158.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[tdiv's solution](#)

**159.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[tdiv's solution](#)

**160.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[tdiv's solution](#)

**161.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[tdiv's solution](#)

**162.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[tdiv's solution](#)

**163.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[tdiv's solution](#)

**164.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dp, greedy, sortings, trees

[tdiv's solution](#)

**165.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[tdiv's solution](#)

**166.**

1879D

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

Quality: 10,497 global accepts · Rating: 1700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[tdiv's solution](#)

**167.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tdiv's solution](#)

**168.**

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tdiv's solution](#)

**169.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, interactive

[tdiv's solution](#)

**170.**

1694D

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

Rating: 1700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tdiv's solution](#)

**171.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tdiv's solution](#)

**172.**

2031D

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

Quality: 9,677 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

[tdiv's solution](#)

**173.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tdiv's solution](#)

**174.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[tdiv's solution](#)

**175.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[tdiv's solution](#)

**176.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[tdiv's solution](#)

**177.**

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · last AC: 2024-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[tdiv's solution](#)

**178.**

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[tdiv's solution](#)

**179.**

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[tdiv's solution](#)

**180.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[tdiv's solution](#)

**181.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[tdiv's solution](#)

**182.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[tdiv's solution](#)

**183.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[tdiv's solution](#)

**184.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[tdiv's solution](#)

**185.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[tdiv's solution](#)

**186.**

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[tdiv's solution](#)

**187.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tdiv's solution](#)

**188.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[tdiv's solution](#)

**189.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math, schedules

[tdiv's solution](#)

**190.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[tdiv's solution](#)

**191.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[tdiv's solution](#)

**192.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[tdiv's solution](#)

**193.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[tdiv's solution](#)

**194.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[tdiv's solution](#)

**195.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation, interactive, math  
[tdiv's solution](#)

**196.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees  
[tdiv's solution](#)

**197.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp  
[tdiv's solution](#)

**198.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers  
[tdiv's solution](#)

**199.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy  
[tdiv's solution](#)

**200.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings  
[tdiv's solution](#)

**201.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[tdiv's solution](#)

**202.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings  
[tdiv's solution](#)

**203.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[tdiv's solution](#)

**204.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,543 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities  
[tdiv's solution](#)

**205.**

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings  
[tdiv's solution](#)

**206.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees  
[tdiv's solution](#)

**207.**

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, trees  
[tdiv's solution](#)

**208.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers  
[tdiv's solution](#)

**209.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math  
[tdiv's solution](#)

**210.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers  
[tdiv's solution](#)

**211.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[tdiv's solution](#)

**212.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp  
[tdiv's solution](#)

**213.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry  
[tdiv's solution](#)

**214.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[tdiv's solution](#)

**215.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[tdiv's solution](#)

**216.**

2151E

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

Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[tdiv's solution](#)

**217.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[tdiv's solution](#)

**218.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,844 global accepts · Rating: 2100 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[tdiv's solution](#)

**219.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[tdiv's solution](#)

**220.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tdiv's solution](#)

**221.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[tdiv's solution](#)

**222.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[tdiv's solution](#)

**223.**

2108D

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

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[tdiv's solution](#)

**224.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[tdiv's solution](#)

**225.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math  
[tdiv's solution](#)

**226.**

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings  
[tdiv's solution](#)

**227.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs  
[tdiv's solution](#)

**228.**

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp  
[tdiv's solution](#)

**229.**

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[tdiv's solution](#)

**230.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[tdiv's solution](#)

**231.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search  
[tdiv's solution](#)

**232.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy  
[tdiv's solution](#)

**233.**

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees  
[tdiv's solution](#)

**234.**

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation  
[tdiv's solution](#)

**235.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[tdiv's solution](#)

**236.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[tdiv's solution](#)

**237.**

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[tdiv's solution](#)

**238.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,841 global accepts · Rating: 2400 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[tdiv's solution](#)

**239.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[tdiv's solution](#)

**240.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[tdiv's solution](#)

**241.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[tdiv's solution](#)

**242.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[tdiv's solution](#)

**243.**

2101D

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[tdiv's solution](#)

**244.**

2102F

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

Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tdiv's solution](#)

**245.**

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[tdiv's solution](#)

**246.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tdiv's solution](#)

**247.**

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[tdiv's solution](#)

**248.**

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[tdiv's solution](#)

**249.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[tdiv's solution](#)

**250.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,117 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[tdiv's solution](#)

**251.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, math

[tdiv's solution](#)

**252.**

2115C

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

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[tdiv's solution](#)

**253.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[tdiv's solution](#)

**254.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[tdiv's solution](#)

**255.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[tdiv's solution](#)

**256.**

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[tdiv's solution](#)

**257.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[tdiv's solution](#)

**258.**

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[tdiv's solution](#)

**259.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[tdiv's solution](#)

**260.**

2220F

[MEX Replacement on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tdiv's solution](#)

**261.**

2220E

[Coloring a Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[tdiv's solution](#)

**262.**

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[tdiv's solution](#)

**263.**

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[tdiv's solution](#)

**264.**

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[tdiv's solution](#)

**265.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,312 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[tdiv's solution](#)

**266.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,142 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[tdiv's solution](#)