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Unique solved — thomas0115

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

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

Filters: none

Count: 154

1.

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](#)
[thomas0115's solution](#)

2.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [sortings](#)
[thomas0115's solution](#)

3.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,333 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: [sortings](#)
[thomas0115's solution](#)

4.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)
[thomas0115's solution](#)

5.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [math](#)
[thomas0115's solution](#)

6.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,345 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)
[thomas0115's solution](#)

7.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [implementation](#)
[thomas0115's solution](#)

8.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: [combinatorics](#), [math](#)
[thomas0115's solution](#)

9.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#), [strings](#)
[thomas0115's solution](#)

10.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[thomas0115's solution](#)

11.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[thomas0115's solution](#)

12.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[thomas0115's solution](#)

13.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,478 global accepts · Rating: 900 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[thomas0115's solution](#)

14.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[thomas0115's solution](#)

15.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[thomas0115's solution](#)

16.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[thomas0115's solution](#)

17.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,689 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[thomas0115's solution](#)

18.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[thomas0115's solution](#)

19.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[thomas0115's solution](#)

20.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[thomas0115's solution](#)

21.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[thomas0115's solution](#)

22.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,010 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[thomas0115's solution](#)

23.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[thomas0115's solution](#)

24.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2018-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[thomas0115's solution](#)

25.

1942C1

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

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

[thomas0115's solution](#)

26.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[thomas0115's solution](#)

27.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[thomas0115's solution](#)

28.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[thomas0115's solution](#)

29.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[thomas0115's solution](#)

30.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[thomas0115's solution](#)

31.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[thomas0115's solution](#)

32.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[thomas0115's solution](#)

33.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[thomas0115's solution](#)

34.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[thomas0115's solution](#)

35.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[thomas0115's solution](#)

36.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[thomas0115's solution](#)

37.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1500 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[thomas0115's solution](#)

38.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[thomas0115's solution](#)

39.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[thomas0115's solution](#)

40.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[thomas0115's solution](#)

41.

265D

[Good Sequences](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[thomas0115's solution](#)

42.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

43.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[thomas0115's solution](#)

44.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[thomas0115's solution](#)

45.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[thomas0115's solution](#)

46.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[thomas0115's solution](#)

47.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[thomas0115's solution](#)

48.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[thomas0115's solution](#)

49.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[thomas0115's solution](#)

50.

1868B1

[Candy Party \(Easy Version\) · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[thomas0115's solution](#)

51.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[thomas0115's solution](#)

52.

1949I

[Disks · Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[thomas0115's solution](#)

53.

1930D1

[Sum over all Substrings \(Easy Version\) · Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[thomas0115's solution](#)

54.

1801B

[Buying gifts · Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[thomas0115's solution](#)

55.

1870D

[Prefix Purchase · Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[thomas0115's solution](#)

56.

1852B

[Imbalanced Arrays · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[thomas0115's solution](#)

57.

1852A

[Ntarsis' Set · Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[thomas0115's solution](#)

58.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\) · Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[thomas0115's solution](#)

59.

1949C

[Annual Ants' Gathering · Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[thomas0115's solution](#)

60.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

61.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[thomas0115's solution](#)

62.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[thomas0115's solution](#)

63.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[thomas0115's solution](#)

64.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[thomas0115's solution](#)

65.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[thomas0115's solution](#)

66.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[thomas0115's solution](#)

67.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[thomas0115's solution](#)

68.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[thomas0115's solution](#)

69.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[thomas0115's solution](#)

70.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[thomas0115's solution](#)

71.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[thomas0115's solution](#)

72.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[thomas0115's solution](#)

73.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[thomas0115's solution](#)

74.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[thomas0115's solution](#)

75.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

76.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[thomas0115's solution](#)

77.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation
[thomas0115's solution](#)

78.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[thomas0115's solution](#)

79.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[thomas0115's solution](#)

80.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[thomas0115's solution](#)

81.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[thomas0115's solution](#)

82.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[thomas0115's solution](#)

83.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[thomas0115's solution](#)

84.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

85.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[thomas0115's solution](#)

86.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[thomas0115's solution](#)

87.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[thomas0115's solution](#)

88.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[thomas0115's solution](#)

89.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[thomas0115's solution](#)

90.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[thomas0115's solution](#)

91.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

92.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[thomas0115's solution](#)

93.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[thomas0115's solution](#)

94.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[thomas0115's solution](#)

95.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[thomas0115's solution](#)

96.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[thomas0115's solution](#)

97.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[thomas0115's solution](#)

98.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

99.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

100.

1930E

[2..3..4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[thomas0115's solution](#)

101.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[thomas0115's solution](#)

102.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[thomas0115's solution](#)

103.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[thomas0115's solution](#)

104.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[thomas0115's solution](#)

105.

1818E

[Similar Polynomials](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[thomas0115's solution](#)

106.

1820E

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, trees

[thomas0115's solution](#)

107.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[thomas0115's solution](#)

108.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[thomas0115's solution](#)

109.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[thomas0115's solution](#)

110.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[thomas0115's solution](#)

111.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[thomas0115's solution](#)

112.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thomas0115's solution](#)

113.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[thomas0115's solution](#)

114.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[thomas0115's solution](#)

115.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[thomas0115's solution](#)

116.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[thomas0115's solution](#)

117.

1816F

[XOR Counting](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[thomas0115's solution](#)

118.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math

[thomas0115's solution](#)

119.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-04-02 · last AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[thomas0115's solution](#)

120.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[thomas0115's solution](#)

121.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[thomas0115's solution](#)

122.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
[thomas0115's solution](#)

123.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[thomas0115's solution](#)

124.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[thomas0115's solution](#)

125.

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[thomas0115's solution](#)

126.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

127.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

128.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

129.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

130.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

131.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

132.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

133.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

134.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

135.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

136.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

137.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

138.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

139.

104633O

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

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[thomas0115's solution](#)

140.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

141.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[thomas0115's solution](#)

142.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[thomas0115's solution](#)

143.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

144.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

145.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

146.

102482K

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

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

147.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

148.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

149.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[thomas0115's solution](#)

150.

102511B

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

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[thomas0115's solution](#)

151.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

152.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[thomas0115's solution](#)

153.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[thomas0115's solution](#)

154.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[thomas0115's solution](#)