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Unique solved — toomer

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

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Filters: [none](#)

Count: 280

1.

2211A

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

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: [implementation](#), [math](#)

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2.

2157A

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Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · Rust 2021 (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

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3.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: [greedy](#), [implementation](#)

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4.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)

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5.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: [constructive algorithms](#)

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6.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)

[toomer's solution](#)

7.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · Rust 2021 (first AC) · Tags: [games](#), [greedy](#)

[toomer's solution](#)

8.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · Rust 2021 (first AC) · Tags: [binary search](#), [brute force](#), [data structures](#), [games](#), [greedy](#)

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9.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · Rust 2021 (first AC) · Tags: [constructive algorithms](#), [math](#)

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10.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: implementation
[toomer's solution](#)

11.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: brute force, math
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12.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: greedy
[toomer's solution](#)

13.

1657A

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Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: brute force, math
[toomer's solution](#)

14.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: implementation
[toomer's solution](#)

15.

1661A

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Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: greedy, math
[toomer's solution](#)

16.

1553A

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Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · Rust (first AC) · Tags: math, number theory
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17.

1537A

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[toomer's solution](#)

18.

1538B

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19.

1538A

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20.

1536A

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

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21.

1535A

[Fair Playoff](#) · [Tutorial](#)

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22.

1523A

[Game of Life](#) · [Tutorial](#)

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23.

1526A

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[toomer's solution](#)

24.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

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[toomer's solution](#)

25.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-05-12 · Rust (first AC) · Tags: brute force, implementation
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26.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

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27.

1519B

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28.

1519A

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29.

1517A

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[toomer's solution](#)

30.

1516A

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[toomer's solution](#)

31.

1514A

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32.

1511A

[Review Site](#) · [Tutorial](#)

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33.

1450A

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Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-03-30 · Rust (first AC) · Tags: constructive algorithms, sortings
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34.

1498A

[GCD Sum](#) · [Tutorial](#)

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[toomer's solution](#)

35.

1499A

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36.

1497A

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37.

1493A

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[toomer's solution](#)

38.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

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39.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-03-01 · Rust (first AC) · Tags: implementation, sortings
[toomer's solution](#)

40.

1491A

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41.

1492A

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[toomer's solution](#)

42.

1478A

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[toomer's solution](#)

43.

1452C

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44.

1452A

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45.

1433B

[Yet Another Bookshelf](#) · [Tutorial](#)

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46.

1433A

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47.

1428A

[Box is Pull](#) · [Tutorial](#)

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48.

2157B

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49.

1555A

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50.

1537B

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51.

1535B

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Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · Rust (first AC) · Tags: brute force, greedy, math, number theory, sortings
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52.

1427A

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53.

1494A

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54.

1486A

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[toomer's solution](#)

55.

1433C

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56.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, greedy, math, sortings
[toomer's solution](#)

57.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms
[toomer's solution](#)

58.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

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59.

1671B

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[toomer's solution](#)

60.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-12 · Rust (first AC) · Tags: constructive algorithms
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61.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · Rust (first AC) · Tags: brute force, geometry, math, number theory
[toomer's solution](#)

62.

1450B

[Balls of Steel](#) · [Tutorial](#)

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63.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · Rust (first AC) · Tags: brute force, dp, greedy, implementation
[toomer's solution](#)

64.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,325 global accepts · Rating: 1000 · first AC: 2021-03-05 · Rust (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[toomer's solution](#)

- 65.**
1485A
[Add and Divide](#) · [Tutorial](#)
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[toomer's solution](#)
- 66.**
2211B
[Mickey Mouse Constructive](#) · [Tutorial](#)
Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, greedy, math
[toomer's solution](#)
- 67.**
1991B
[AND Reconstruction](#) · [Tutorial](#)
Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy
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- 68.**
1994B
[Fun Game](#) · [Tutorial](#)
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- 69.**
1984B
[Large Addition](#) · [Tutorial](#)
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- 70.**
1942B
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Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · Rust 2021 (first AC) · Tags: constructive algorithms, math
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1523B
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- 72.**
1511C
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- 73.**
1511B
[GCD Length](#) · [Tutorial](#)
Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · Rust (first AC) · Tags: constructive algorithms, math, number theory
[toomer's solution](#)
- 74.**
1492B
[Card Deck](#) · [Tutorial](#)
Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-02-25 · Rust (first AC) · Tags: data structures, greedy, math
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- 75.**
1478B
[Nezzar and Lucky Number](#) · [Tutorial](#)
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[toomer's solution](#)

76.

1428C

[ABBB](#) · [Tutorial](#)

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[toomer's solution](#)

77.

2174A

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Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · Rust 2021 (first AC) · Tags: greedy, strings, two pointers
[toomer's solution](#)

78.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy
[toomer's solution](#)

79.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: greedy, implementation
[toomer's solution](#)

80.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,386 global accepts · Rating: 1200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math
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81.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · Rust (first AC) · Tags: bitmasks, brute force, dp, greedy
[toomer's solution](#)

82.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · Rust (first AC) · Tags: constructive algorithms, greedy, implementation, math
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83.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-10 · Rust (first AC) · Tags: brute force, constructive algorithms, strings
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84.

1520D

[Same Differences](#) · [Tutorial](#)

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85.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · Rust (first AC) · Tags: constructive algorithms, greedy, sortings
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86.

1514B

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- 87.**
1497C1
[k-LCM \(easy version\)](#) · [Tutorial](#)
Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · Rust (first AC) · Tags: constructive algorithms, math
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- 88.**
1497B
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Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · Rust (first AC) · Tags: constructive algorithms, greedy, math
[toomer's solution](#)
- 89.**
1485B
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1487B
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[toomer's solution](#)
- 91.**
1491B
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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Rust (first AC) · Tags: brute force, math
[toomer's solution](#)
- 92.**
1433D
[Districts Connection](#) · [Tutorial](#)
Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-23 · Rust (first AC) · Tags: constructive algorithms, dfs and similar
[toomer's solution](#)
- 93.**
1428B
[Belted Rooms](#) · [Tutorial](#)
Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Rust (first AC) · Tags: graphs, implementation
[toomer's solution](#)
- 94.**
2211C1
[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)
Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, two pointers
[toomer's solution](#)
- 95.**
1991C
[Absolute Zero](#) · [Tutorial](#)
Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math
[toomer's solution](#)
- 96.**
1984C1
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Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: dp, greedy, math
[toomer's solution](#)
- 97.**
1942C1
[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)
Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · Rust 2021 (first AC) · Tags: geometry, greedy, math
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98.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: games, greedy
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99.

1661B

[Getting Zero](#) · [Tutorial](#)

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[toomer's solution](#)

100.

1555C

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101.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · Rust (first AC) · Tags: brute force
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102.

1553B

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Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · Rust (first AC) · Tags: brute force, dp, hashing, implementation, strings
[toomer's solution](#)

103.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · Rust (first AC) · Tags: binary search, data structures, math, two pointers
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104.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · Rust (first AC) · Tags: binary search, bitmasks, data structures, greedy
[toomer's solution](#)

105.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · Rust (first AC) · Tags: brute force, implementation
[toomer's solution](#)

106.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-23 · Rust (first AC) · Tags: combinatorics, math
[toomer's solution](#)

107.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[toomer's solution](#)

108.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · Rust 2021 (first AC) · Tags: games, greedy, math, sortings

[toomer's solution](#)

109.

1540A

[Great Graphs](#) · [Tutorial](#)

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[toomer's solution](#)

110.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · Rust (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[toomer's solution](#)

111.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · Rust (first AC) · Tags: dp, math, number theory

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112.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-12 · Rust (first AC) · Tags: greedy, math

[toomer's solution](#)

113.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · Rust (first AC) · Tags: constructive algorithms, data structures, greedy

[toomer's solution](#)

114.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · Rust (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[toomer's solution](#)

115.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[toomer's solution](#)

116.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-04-02 · Rust (first AC) · Tags: greedy, implementation, sortings

[toomer's solution](#)

117.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · Rust (first AC) · Tags: bitmasks, brute force, greedy, implementation

[toomer's solution](#)

118.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-29 · last AC: 2020-11-29 · Python 3 (first AC) · Tags: binary search, greedy, math, sortings

[toomer's solution](#)

119.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · Rust (first AC) · Tags: dp, greedy, strings, two pointers

[toomer's solution](#)

120.

1538F

[Interesting Function](#) · [Tutorial](#)

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · Rust (first AC) · Tags: binary search, dp, math, number theory

[toomer's solution](#)

121.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-10 · Rust (first AC) · Tags: data structures, dp, hashing, number theory

[toomer's solution](#)

122.

1526C1

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

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

[toomer's solution](#)

123.

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · Rust (first AC) · Tags: greedy, sortings, two pointers

[toomer's solution](#)

124.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

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

[toomer's solution](#)

125.

1499C

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

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · Rust (first AC) · Tags: brute force, data structures, greedy, math

[toomer's solution](#)

126.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-03-01 · Rust (first AC) · Tags: binary search, brute force, math, number theory

[toomer's solution](#)

127.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-03-01 · Rust (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[toomer's solution](#)

128.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-25 · Rust (first AC) · Tags: binary search, geometry, shortest paths, sortings

[toomer's solution](#)

129.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-25 · Rust (first AC) · Tags: binary search, data structures, dp, greedy, two

pointers

[toomer's solution](#)

130.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · Rust 2021 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[toomer's solution](#)

131.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: binary search, dp, two pointers

[toomer's solution](#)

132.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[toomer's solution](#)

133.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: binary search, greedy, strings, two pointers

[toomer's solution](#)

134.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy

[toomer's solution](#)

135.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · Rust (first AC) · Tags: brute force, constructive algorithms, dp, strings

[toomer's solution](#)

136.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · Rust (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[toomer's solution](#)

137.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · Rust (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[toomer's solution](#)

138.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · Rust (first AC) · Tags: data structures, greedy

[toomer's solution](#)

139.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · Rust (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[toomer's solution](#)

140.

1520F1

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

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-12 · Rust (first AC) · Tags: binary search, interactive
[toomer's solution](#)

141.

1519D

[Maximum Sum of Products · Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · Rust (first AC) · Tags: brute force, dp, implementation, math, two pointers
[toomer's solution](#)

142.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-19 · Rust (first AC) · Tags: greedy, number theory
[toomer's solution](#)

143.

1511D

[Min Cost String · Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · Rust (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[toomer's solution](#)

144.

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · Rust (first AC) · Tags: constructive algorithms, greedy
[toomer's solution](#)

145.

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · Rust (first AC) · Tags: brute force, data structures, dp
[toomer's solution](#)

146.

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · Rust (first AC) · Tags: constructive algorithms, greedy, implementation
[toomer's solution](#)

147.

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · Rust (first AC) · Tags: constructive algorithms, math
[toomer's solution](#)

148.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-25 · PyPy 3 (first AC) · Tags: binary search, interactive
[toomer's solution](#)

149.

1452D

[Radio Towers · Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-29 · last AC: 2020-11-29 · Rust (first AC) · Tags: combinatorics, dp, math
[toomer's solution](#)

150.

1984C2

[Magnitude \(Hard Version\) · Tutorial](#)

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math
[toomer's solution](#)

151.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[toomer's solution](#)

152.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · Rust 2021 (first AC) · Tags: geometry, greedy, math

[toomer's solution](#)

153.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[toomer's solution](#)

154.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,538 global accepts · Rating: 1700 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[toomer's solution](#)

155.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · Rust (first AC) · Tags: games, math, number theory

[toomer's solution](#)

156.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · last AC: 2021-06-10 · Rust (first AC) · Tags: constructive algorithms, math, number theory

[toomer's solution](#)

157.

1528B

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

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · Rust (first AC) · Tags: combinatorics, dp, math

[toomer's solution](#)

158.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · Rust (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[toomer's solution](#)

159.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · Rust (first AC) · Tags: constructive algorithms, games, interactive

[toomer's solution](#)

160.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · Rust (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[toomer's solution](#)

161.

1474C

[Array Destruction](#) · [Tutorial](#)

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-03-05 · Rust (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[toomer's solution](#)

162.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-03-04 · Rust (first AC) · Tags: binary search, brute force, math, number theory

[toomer's solution](#)

163.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · Rust (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[toomer's solution](#)

164.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · Rust (first AC) · Tags: implementation, math, sortings

[toomer's solution](#)

165.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: constructive algorithms, dsu, greedy

[toomer's solution](#)

166.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[toomer's solution](#)

167.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · Rust (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[toomer's solution](#)

168.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · Rust (first AC) · Tags: dp, graphs, shortest paths

[toomer's solution](#)

169.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · Rust (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[toomer's solution](#)

170.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2021-03-30 · Rust (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[toomer's solution](#)

171.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · Rust (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[toomer's solution](#)

172.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · Rust (first AC) · Tags: constructive algorithms, math, number theory
[toomer's solution](#)

173.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math
[toomer's solution](#)

174.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-06 · Rust 2021 (first AC) · Tags: dp
[toomer's solution](#)

175.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[toomer's solution](#)

176.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[toomer's solution](#)

177.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[toomer's solution](#)

178.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[toomer's solution](#)

179.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-22 · Rust 2021 (first AC) · Tags: data structures, greedy
[toomer's solution](#)

180.

1508A

[Binary Literature](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · Rust (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[toomer's solution](#)

181.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · Rust (first AC) · Tags: data structures, dsu, implementation

[toomer's solution](#)

182.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · Rust (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[toomer's solution](#)

183.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-25 · last AC: 2021-02-28 · PyPy 3 (first AC) · Tags: binary search, interactive

[toomer's solution](#)

184.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-25 · Rust (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[toomer's solution](#)

185.

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-28 · Rust (first AC) · Tags: data structures, greedy

[toomer's solution](#)

186.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · Rust (first AC) · Tags: constructive algorithms, greedy, implementation

[toomer's solution](#)

187.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math, trees

[toomer's solution](#)

188.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[toomer's solution](#)

189.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[toomer's solution](#)

190.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: hashing, implementation, math, strings

[toomer's solution](#)

191.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[toomer's solution](#)

192.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: bitmasks, dp, greedy

[toomer's solution](#)

193.

1657D

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

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math, sortings

[toomer's solution](#)

194.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-10 · Rust (first AC) · Tags: data structures, greedy, implementation

[toomer's solution](#)

195.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · last AC: 2021-04-20 · Rust (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[toomer's solution](#)

196.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2021-04-02 · Rust (first AC) · Tags: constructive algorithms, implementation

[toomer's solution](#)

197.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-04-02 · Rust (first AC) · Tags: dp

[toomer's solution](#)

198.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · Rust (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[toomer's solution](#)

199.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-03-01 · Rust (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[toomer's solution](#)

200.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[toomer's solution](#)

201.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · Rust (first AC) · Tags: data structures, sortings, trees, two pointers

[toomer's solution](#)

202.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · Rust (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[toomer's solution](#)

203.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · Rust (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[toomer's solution](#)

204.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · Rust (first AC) · Tags: binary search, greedy, math, ternary search

[toomer's solution](#)

205.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · Rust (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[toomer's solution](#)

206.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-04-12 · last AC: 2021-04-12 · Rust (first AC) · Tags: combinatorics, dp, greedy, math

[toomer's solution](#)

207.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-03-30 · Rust (first AC) · Tags: constructive algorithms, math

[toomer's solution](#)

208.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-03-22 · Rust (first AC) · Tags: binary search, data structures, dp, greedy

[toomer's solution](#)

209.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · Rust (first AC) · Tags: dp, math, number theory

[toomer's solution](#)

210.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · Rust (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[toomer's solution](#)

211.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-25 · Rust (first AC) · Tags: binary search, data structures, dp

[toomer's solution](#)

212.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-23 · Rust (first AC) · Tags: dp
[toomer's solution](#)

213.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-23 · Rust (first AC) · Tags: brute force, graphs, shortest paths
[toomer's solution](#)

214.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, sortings
[toomer's solution](#)

215.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-04-23 · Rust 2021 (first AC) · Tags: combinatorics, dp, graph matchings, math
[toomer's solution](#)

216.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[toomer's solution](#)

217.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · Rust (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[toomer's solution](#)

218.

1520F2

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

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-12 · last AC: 2021-06-11 · Rust (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
[toomer's solution](#)

219.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-05 · Rust (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[toomer's solution](#)

220.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · Rust (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings
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221.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-12 · Rust (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[toomer's solution](#)

222.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · Rust (first AC) · Tags: combinatorics, dp, math
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223.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · Rust (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[toomer's solution](#)

224.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · last AC: 2021-03-29 · Rust (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[toomer's solution](#)

225.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · Rust (first AC) · Tags: dfs and similar, dp, graphs, implementation
[toomer's solution](#)

226.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-03-05 · Rust (first AC) · Tags: data structures, dp, greedy, math
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227.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-03-04 · Rust (first AC) · Tags: constructive algorithms, graphs, math, number theory
[toomer's solution](#)

228.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-25 · Rust (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[toomer's solution](#)

229.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-28 · Rust (first AC) · Tags: constructive algorithms, geometry, greedy, sortings
[toomer's solution](#)

230.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · Rust (first AC) · Tags: binary search, data structures, greedy, math, sortings
[toomer's solution](#)

231.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, strings
[toomer's solution](#)

232.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · Rust 2021 (first AC) · Tags: combinatorics, games

[toomer's solution](#)

233.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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234.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · Rust (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[toomer's solution](#)

235.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-10 · Rust (first AC) · Tags: combinatorics, graphs, math, shortest paths

[toomer's solution](#)

236.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · Rust (first AC) · Tags: data structures, dfs and similar, greedy, trees

[toomer's solution](#)

237.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-03-30 · Rust (first AC) · Tags: constructive algorithms, math

[toomer's solution](#)

238.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · Rust (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[toomer's solution](#)

239.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: combinatorics, divide and conquer, dp, math

[toomer's solution](#)

240.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities

[toomer's solution](#)

241.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[toomer's solution](#)

242.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: dp, greedy, trees

[toomer's solution](#)

243.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, math
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244.

1770E

[Koxia and Tree · Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[toomer's solution](#)

245.

1680D

[Dog Walking · Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-19 · Rust 2021 (first AC) · Tags: brute force, greedy, math
[toomer's solution](#)

246.

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · Rust (first AC) · Tags: bitmasks, brute force, dp, probabilities
[toomer's solution](#)

247.

1526E

[Oolimry and Suffix Array · Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · Rust (first AC) · Tags: combinatorics, constructive algorithms, math
[toomer's solution](#)

248.

1450F

[The Struggling Contestant · Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-03-30 · Rust (first AC) · Tags: constructive algorithms, greedy
[toomer's solution](#)

249.

1483D

[Useful Edges · Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · Rust (first AC) · Tags: dp, graphs, shortest paths
[toomer's solution](#)

250.

1499E

[Chaotic Merge · Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · Rust (first AC) · Tags: combinatorics, dp, math, strings
[toomer's solution](#)

251.

1485F

[Copy or Prefix Sum · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-04 · Rust (first AC) · Tags: combinatorics, data structures, dp, sortings
[toomer's solution](#)

252.

1494E

[A-Z Graph · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · Rust (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[toomer's solution](#)

253.

1491E

[Fib-tree · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · Rust (first AC) · Tags: brute force, dfs and similar, divide and conquer,

number theory, trees

[toomer's solution](#)

254.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · Rust (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[toomer's solution](#)

255.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[toomer's solution](#)

256.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities

[toomer's solution](#)

257.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-22 · last AC: 2022-04-22 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[toomer's solution](#)

258.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · Rust (first AC) · Tags: binary search, data structures, implementation, two pointers

[toomer's solution](#)

259.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · Rust (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[toomer's solution](#)

260.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-04-02 · Rust (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[toomer's solution](#)

261.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-29 · Rust (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[toomer's solution](#)

262.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · Rust (first AC) · Tags: bitmasks, dp, graphs, number theory

[toomer's solution](#)

263.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · Rust (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[toomer's solution](#)

264.

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-03-05 · Rust (first AC) · Tags: constructive algorithms, greedy

[toomer's solution](#)

265.

1485E

[Move and Swap · Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-03-04 · last AC: 2021-03-04 · Rust (first AC) · Tags: dfs and similar, dp, greedy, trees

[toomer's solution](#)

266.

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-25 · Rust (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[toomer's solution](#)

267.

1452E

[Two Editorials · Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-29 · Rust (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[toomer's solution](#)

268.

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[toomer's solution](#)

269.

1991G

[Grid Reset · Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation

[toomer's solution](#)

270.

1956E2

[Nene vs. Monsters \(Hard Version\) · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

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271.

1555F

[Good Graph · Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · Rust (first AC) · Tags: data structures, dsu, graphs, trees

[toomer's solution](#)

272.

1540C1

[Converging Array \(Easy Version\) · Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · Rust (first AC) · Tags: dp, math

[toomer's solution](#)

273.

1519E

[Off by One · Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-29 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[toomer's solution](#)

274.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-17 · Rust (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[toomer's solution](#)

275.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-03-30 · Rust (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[toomer's solution](#)

276.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-29 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, greedy

[toomer's solution](#)

277.

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2021 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[toomer's solution](#)

278.

2219B1

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

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[toomer's solution](#)

279.

2219B2

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

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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280.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[toomer's solution](#)