

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

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# Unique solved — tmasoi

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

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

Filters: none

Count: 133

1.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

[tmasoi's solution](#)

2.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)

[tmasoi's solution](#)

3.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [sortings](#)

[tmasoi's solution](#)

4.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)

[tmasoi's solution](#)

5.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,450 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

[tmasoi's solution](#)

6.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)

[tmasoi's solution](#)

7.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,928 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [brute force](#)

[tmasoi's solution](#)

8.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,454 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [greedy](#), [math](#)

[tmasoi's solution](#)

9.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[tmasoi's solution](#)

**10.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[tmasoi's solution](#)

**11.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[tmasoi's solution](#)

**12.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,009 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[tmasoi's solution](#)

**13.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[tmasoi's solution](#)

**14.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[tmasoi's solution](#)

**15.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[tmasoi's solution](#)

**16.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[tmasoi's solution](#)

**17.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[tmasoi's solution](#)

**18.**

1820B

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

Quality: 23,009 global accepts · Rating: 1100 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers  
[tmasoi's solution](#)

**19.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[tmasoi's solution](#)

**20.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tmasoi's solution](#)

**21.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[tmasoi's solution](#)

**22.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[tmasoi's solution](#)

**23.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[tmasoi's solution](#)

**24.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tmasoi's solution](#)

**25.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tmasoi's solution](#)

**26.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tmasoi's solution](#)

**27.**

1820C

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

Rating: 1300 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tmasoi's solution](#)

**28.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[tmasoi's solution](#)

**29.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tmasoi's solution](#)

**30.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[tmasoi's solution](#)

**31.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tmasoi's solution](#)

**32.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tmasoi's solution](#)

**33.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[tmasoi's solution](#)

**34.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tmasoi's solution](#)

**35.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[tmasoi's solution](#)

**36.**

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tmasoi's solution](#)

**37.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[tmasoi's solution](#)

**38.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[tmasoi's solution](#)

**39.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,296 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[tmasoi's solution](#)

**40.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[tmasoi's solution](#)

**41.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tmasoi's solution](#)

**42.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tmasoi's solution](#)

**43.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tmasoi's solution](#)

**44.**

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[tmasoi's solution](#)

**45.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[tmasoi's solution](#)

**46.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[tmasoi's solution](#)

**47.**

660D

[Number of Parallelograms](#) · [Tutorial](#)

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[tmasoi's solution](#)

**48.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tmasoi's solution](#)

**49.**

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[tmasoi's solution](#)

**50.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[tmasoi's solution](#)

**51.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tmasoi's solution](#)

**52.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tmasoi's solution](#)

**53.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[tmasoi's solution](#)

**54.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[tmasoi's solution](#)

**55.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[tmasoi's solution](#)

**56.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2023-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tmasoi's solution](#)

**57.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers

[tmasoi's solution](#)

**58.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tmasoi's solution](#)

**59.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[tmasoi's solution](#)

**60.**

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math,

probabilities, trees

[tmasoi's solution](#)

**61.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[tmasoi's solution](#)

**62.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[tmasoi's solution](#)

**63.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tmasoi's solution](#)

**64.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[tmasoi's solution](#)

**65.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[tmasoi's solution](#)

**66.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[tmasoi's solution](#)

**67.**

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[tmasoi's solution](#)

**68.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[tmasoi's solution](#)

**69.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tmasoi's solution](#)

**70.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[tmasoi's solution](#)

**71.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[tmasoi's solution](#)

**72.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[tmasoi's solution](#)

**73.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[tmasoi's solution](#)

**74.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[tmasoi's solution](#)

**75.**

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[tmasoi's solution](#)

**76.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[tmasoi's solution](#)

**77.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[tmasoi's solution](#)

**78.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[tmasoi's solution](#)

**79.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[tmasoi's solution](#)

**80.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide

and conquer, geometry, ternary search

[tmasoi's solution](#)

**81.**

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[tmasoi's solution](#)

**82.**

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[tmasoi's solution](#)

**83.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[tmasoi's solution](#)

**84.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics

[tmasoi's solution](#)

**85.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[tmasoi's solution](#)

**86.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[tmasoi's solution](#)

**87.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[tmasoi's solution](#)

**88.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[tmasoi's solution](#)

**89.**

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tmasoi's solution](#)

**90.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[tmasoi's solution](#)

**91.**

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[tmasoi's solution](#)

**92.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tmasoi's solution](#)

**93.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[tmasoi's solution](#)

**94.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-09 · last AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[tmasoi's solution](#)

**95.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities

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**96.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[tmasoi's solution](#)

**97.**

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities

[tmasoi's solution](#)

**98.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[tmasoi's solution](#)

**99.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[tmasoi's solution](#)

**100.**

1476G

[Minimum Difference](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[tmasoi's solution](#)

**101.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[tmasoi's solution](#)

**102.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tmasoi's solution](#)

**103.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[tmasoi's solution](#)

**104.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tmasoi's solution](#)

**105.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[tmasoi's solution](#)

**106.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tmasoi's solution](#)

**107.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tmasoi's solution](#)

**108.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[tmasoi's solution](#)

**109.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tmasoi's solution](#)

**110.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[tmasoi's solution](#)

**111.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[tmasoi's solution](#)

**112.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**113.**

104128I

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

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**114.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**115.**

104417F

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

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**116.**

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**117.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**118.**

104417K

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

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**119.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**120.**

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tmasoi's solution](#)

**121.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**122.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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**123.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**124.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**125.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**126.**

104611I

[hard math](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**127.**

104611B

[square game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**128.**

104611J

[radius](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**129.**

104611K

[König](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**130.**

104611E

[ytree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**131.**

104611F

[Levi](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**132.**

104611C

[torii](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tmasoi's solution](#)

**133.**

104611A

[Aut](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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