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Unique solved — txl16211

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

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

Filters: none

Count: 160

1.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 800 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[txl16211's solution](#)

2.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[txl16211's solution](#)

3.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[txl16211's solution](#)

4.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,997 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[txl16211's solution](#)

5.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[txl16211's solution](#)

6.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[txl16211's solution](#)

7.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[txl16211's solution](#)

8.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[txl16211's solution](#)

9.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[txl16211's solution](#)

10.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[txl16211's solution](#)

11.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[txl16211's solution](#)

12.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[txl16211's solution](#)

13.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[txl16211's solution](#)

14.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[txl16211's solution](#)

15.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[txl16211's solution](#)

16.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[txl16211's solution](#)

17.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[txl16211's solution](#)

18.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[txl16211's solution](#)

19.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[txl16211's solution](#)

20.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[txl16211's solution](#)

21.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[txl16211's solution](#)

22.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,845 global accepts · Rating: 1100 · first AC: 2023-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[txl16211's solution](#)

23.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[txl16211's solution](#)

24.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[txl16211's solution](#)

25.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[txl16211's solution](#)

26.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[txl16211's solution](#)

27.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[txl16211's solution](#)

28.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[txl16211's solution](#)

29.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[txl16211's solution](#)

30.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[txl16211's solution](#)

31.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[txl16211's solution](#)

32.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[txl16211's solution](#)

33.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[txl16211's solution](#)

34.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[txl16211's solution](#)

35.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[txl16211's solution](#)

36.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[txl16211's solution](#)

37.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[txl16211's solution](#)

38.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[txl16211's solution](#)

39.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[txl16211's solution](#)

40.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[txl16211's solution](#)

41.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[txl16211's solution](#)

42.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[txl16211's solution](#)

43.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[txl16211's solution](#)

44.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[txl16211's solution](#)

45.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[txl16211's solution](#)

46.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[txl16211's solution](#)

47.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[txl16211's solution](#)

48.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[txl16211's solution](#)

49.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[txl16211's solution](#)

50.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[txl16211's solution](#)

51.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[txl16211's solution](#)

52.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[txl16211's solution](#)

53.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[txl16211's solution](#)

54.

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

[txl16211's solution](#)

55.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[txl16211's solution](#)

56.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[txl16211's solution](#)

57.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[txl16211's solution](#)

58.

1754E

[Wish I Knew How to Sort](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[txl16211's solution](#)

59.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[txl16211's solution](#)

60.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[txl16211's solution](#)

61.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[txl16211's solution](#)

62.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[txl16211's solution](#)

63.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[txl16211's solution](#)

64.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[txl16211's solution](#)

65.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[txl16211's solution](#)

66.

1785C

[Monsters \(hard version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-05 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[txl16211's solution](#)

67.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[txl16211's solution](#)

68.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[txl16211's solution](#)

69.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[txl16211's solution](#)

70.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[txl16211's solution](#)

71.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[txl16211's solution](#)

72.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[txl16211's solution](#)

73.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[txl16211's solution](#)

74.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[txl16211's solution](#)

75.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[txl16211's solution](#)

76.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[txl16211's solution](#)

77.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[txl16211's solution](#)

78.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[txl16211's solution](#)

79.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[txl16211's solution](#)

80.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[txl16211's solution](#)

81.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[txl16211's solution](#)

82.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, matrices
[txl16211's solution](#)

83.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[txl16211's solution](#)

84.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[txl16211's solution](#)

85.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[txl16211's solution](#)

86.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[txl16211's solution](#)

87.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[txl16211's solution](#)

88.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees
[txl16211's solution](#)

89.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[txl16211's solution](#)

90.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[txl16211's solution](#)

91.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[txl16211's solution](#)

92.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[txl16211's solution](#)

93.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[txl16211's solution](#)

94.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
[txl16211's solution](#)

95.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-11-17 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
[txl16211's solution](#)

96.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[txl16211's solution](#)

97.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[txl16211's solution](#)

98.

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[txl16211's solution](#)

99.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings
[txl16211's solution](#)

100.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory
[txl16211's solution](#)

101.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[txl16211's solution](#)

102.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees

[txl16211's solution](#)

103.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[txl16211's solution](#)

104.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[txl16211's solution](#)

105.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[txl16211's solution](#)

106.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[txl16211's solution](#)

107.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[txl16211's solution](#)

108.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[txl16211's solution](#)

109.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[txl16211's solution](#)

110.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[txl16211's solution](#)

111.

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[txl16211's solution](#)

112.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[txl16211's solution](#)

113.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings
[txl16211's solution](#)

114.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[txl16211's solution](#)

115.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[txl16211's solution](#)

116.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[txl16211's solution](#)

117.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[txl16211's solution](#)

118.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[txl16211's solution](#)

119.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[txl16211's solution](#)

120.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[txl16211's solution](#)

121.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[txl16211's solution](#)

122.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[txl16211's solution](#)

123.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[txl16211's solution](#)

124.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[txl16211's solution](#)

125.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[txl16211's solution](#)

126.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[txl16211's solution](#)

127.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[txl16211's solution](#)

128.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[txl16211's solution](#)

129.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[txl16211's solution](#)

130.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[txl16211's solution](#)

131.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[txl16211's solution](#)

132.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[txl16211's solution](#)

133.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[txl16211's solution](#)

134.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[txl16211's solution](#)

135.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[txl16211's solution](#)

136.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, strings

[txl16211's solution](#)

137.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, games

[txl16211's solution](#)

138.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, sortings

[txl16211's solution](#)

139.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[txl16211's solution](#)

140.

500G

[New Year Running](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3200 · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: number theory, trees

[txl16211's solution](#)

141.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[txl16211's solution](#)

142.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, probabilities, trees

[txl16211's solution](#)

143.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[txl16211's solution](#)

144.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: games

[txl16211's solution](#)

145.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2023-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[txl16211's solution](#)

146.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[txl16211's solution](#)

147.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[txl16211's solution](#)

148.

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[txl16211's solution](#)

149.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing

[txl16211's solution](#)

150.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[txl16211's solution](#)

151.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[txl16211's solution](#)

152.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry

[txl16211's solution](#)

153.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[txl16211's solution](#)

154.

1896H1

[Cyclic Hamming \(Easy Version\)](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory
[txl16211's solution](#)

155.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math
[txl16211's solution](#)

156.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-31 · last AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers
[txl16211's solution](#)

157.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[txl16211's solution](#)

158.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, math, number theory
[txl16211's solution](#)

159.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[txl16211's solution](#)

160.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[txl16211's solution](#)