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Unique solved — woohyun_jng

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

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Filters: none

Count: 303

1.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,067 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#), [sortings](#)

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2.

2167B

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3.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,491 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#), [sortings](#)

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4.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)

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5.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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6.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [sortings](#)

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7.

2152A

[Increase or Smash](#) · [Tutorial](#)

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8.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

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9.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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10.

2096A

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11.

2084A

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12.

2059A

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13.

2062A

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14.

2061A

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15.

2055A

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16.

2057A

[MEX Table](#) · [Tutorial](#)

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17.

2053A

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18.

2043A

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19.

2042A

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20.

2034A

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21.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

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22.

2037B

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23.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,700 global accepts · Rating: 800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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24.

2031A

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25.

2029A

[Set](#) · [Tutorial](#)

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26.

2032A

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27.

2035A

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28.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

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29.

2030B

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30.

2030A

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31.

2020A

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32.

2019A

[Max Plus Size](#) · [Tutorial](#)

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33.

1987A

[Upload More RAM](#) · [Tutorial](#)

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34.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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35.

1823A

[A-characteristic](#) · [Tutorial](#)

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36.

1534A

[Colour the Flag](#) · [Tutorial](#)

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37.

2007A

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38.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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39.

2001A

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40.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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41.

1998A

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42.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: greedy, math

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43.

1997A

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44.

1996B

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45.

1996A

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[woohyun_jng's solution](#)

46.

1995A

[Diagonals](#) · [Tutorial](#)

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47.

1768A

[Greatest Convex](#) · [Tutorial](#)

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48.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[woohyun_jng's solution](#)

49.

1992B

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50.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[woohyun_jng's solution](#)

51.

1979A

[Guess the Maximum](#) · [Tutorial](#)

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52.

1980B

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Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: sortings

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53.

1980A

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54.

1975A

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

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55.

1955A

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Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: math

[woohyun_jng's solution](#)

56.

1942A

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

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57.

1950C

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58.

1950B

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59.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

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60.

2062B

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61.

2042B

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62.

2031B

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

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[woohyun_jng's solution](#)

63.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math

[woohyun_jng's solution](#)

64.

2026A

[Perpendicular Segments · Tutorial](#)

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[woohyun_jng's solution](#)

65.

2035B

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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[woohyun_jng's solution](#)

66.

1973A

[Chess For Three · Tutorial](#)

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67.

2005A

[Simple Palindrome · Tutorial](#)

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[woohyun_jng's solution](#)

68.

1823B

[Sort with Step · Tutorial](#)

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[woohyun_jng's solution](#)

69.

2007B

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70.

1990A

[Submission Bait · Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy, sortings

[woohyun_jng's solution](#)

71.

1768B

[Quick Sort · Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2024-07-19 · PyPy 3-64 (first AC) · Tags: greedy, math

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72.

1988B

[Make Majority · Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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73.

1988A

[Split the Multiset · Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math
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74.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
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75.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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76.

2167D

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

Quality: 30,214 global accepts · Rating: 1000 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory
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77.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
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78.

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
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79.

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,850 global accepts · Rating: 1000 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: math, number theory
[woohyun_jng's solution](#)

80.

2055B

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81.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[woohyun_jng's solution](#)

82.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

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83.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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84.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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85.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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86.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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87.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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88.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

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89.

1998B

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Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

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90.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy

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91.

1975B

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

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92.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

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93.

2138A

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94.

2122B

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95.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

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[woohyun_jng's solution](#)

96.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[woohyun_jng's solution](#)

97.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[woohyun_jng's solution](#)

98.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[woohyun_jng's solution](#)

99.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings
[woohyun_jng's solution](#)

100.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[woohyun_jng's solution](#)

101.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings
[woohyun_jng's solution](#)

102.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy
[woohyun_jng's solution](#)

103.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[woohyun_jng's solution](#)

104.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[woohyun_jng's solution](#)

105.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2024-08-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[woohyun_jng's solution](#)

106.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers
[woohyun_jng's solution](#)

107.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[woohyun_jng's solution](#)

108.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[woohyun_jng's solution](#)

109.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[woohyun_jng's solution](#)

110.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[woohyun_jng's solution](#)

111.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory
[woohyun_jng's solution](#)

112.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,608 global accepts · Rating: 1200 · first AC: 2025-12-17 · Python 3 (first AC) · Tags: brute force, math, number theory
[woohyun_jng's solution](#)

113.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[woohyun_jng's solution](#)

114.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[woohyun_jng's solution](#)

115.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[woohyun_jng's solution](#)

116.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[woohyun_jng's solution](#)

117.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory
[woohyun_jng's solution](#)

118.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math
[woohyun_jng's solution](#)

119.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[woohyun_jng's solution](#)

120.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[woohyun_jng's solution](#)

121.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings
[woohyun_jng's solution](#)

122.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math
[woohyun_jng's solution](#)

123.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers
[woohyun_jng's solution](#)

124.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, sortings, strings
[woohyun_jng's solution](#)

125.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[woohyun_jng's solution](#)

126.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-11 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[woohyun_jng's solution](#)

127.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,188 global accepts · Rating: 1200 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory
[woohyun_jng's solution](#)

128.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy
[woohyun_jng's solution](#)

129.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy
[woohyun_jng's solution](#)

130.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings
[woohyun_jng's solution](#)

131.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[woohyun_jng's solution](#)

132.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[woohyun_jng's solution](#)

133.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[woohyun_jng's solution](#)

134.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[woohyun_jng's solution](#)

135.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[woohyun_jng's solution](#)

136.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[woohyun_jng's solution](#)

137.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[woohyun_jng's solution](#)

138.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[woohyun_jng's solution](#)

139.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[woohyun_jng's solution](#)

140.

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[woohyun_jng's solution](#)

141.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[woohyun_jng's solution](#)

142.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[woohyun_jng's solution](#)

143.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-07-19 · last AC: 2024-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[woohyun_jng's solution](#)

144.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[woohyun_jng's solution](#)

145.

1955C

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

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[woohyun_jng's solution](#)

146.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math
[woohyun_jng's solution](#)

147.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[woohyun_jng's solution](#)

148.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[woohyun_jng's solution](#)

149.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[woohyun_jng's solution](#)

150.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings
[woohyun_jng's solution](#)

151.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[woohyun_jng's solution](#)

152.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[woohyun_jng's solution](#)

153.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[woohyun_jng's solution](#)

154.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math
[woohyun_jng's solution](#)

155.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[woohyun_jng's solution](#)

156.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[woohyun_jng's solution](#)

157.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[woohyun_jng's solution](#)

158.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[woohyun_jng's solution](#)

159.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[woohyun_jng's solution](#)

160.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[woohyun_jng's solution](#)

161.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[woohyun_jng's solution](#)

162.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[woohyun_jng's solution](#)

163.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[woohyun_jng's solution](#)

164.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, data structures, greedy, implementation

[woohyun_jng's solution](#)

165.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[woohyun_jng's solution](#)

166.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[woohyun_jng's solution](#)

167.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[woohyun_jng's solution](#)

168.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-27 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[woohyun_jng's solution](#)

169.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[woohyun_jng's solution](#)

170.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings

[woohyun_jng's solution](#)

171.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[woohyun_jng's solution](#)

172.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[woohyun_jng's solution](#)

173.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[woohyun_jng's solution](#)

174.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[woohyun_jng's solution](#)

175.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[woohyun_jng's solution](#)

176.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[woohyun_jng's solution](#)

177.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[woohyun_jng's solution](#)

178.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[woohyun_jng's solution](#)

179.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[woohyun_jng's solution](#)

180.

2028C

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

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[woohyun_jng's solution](#)

181.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[woohyun_jng's solution](#)

182.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, strings

[woohyun_jng's solution](#)

183.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[woohyun_jng's solution](#)

184.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures,

implementation, math

[woohyun_jng's solution](#)

185.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[woohyun_jng's solution](#)

186.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[woohyun_jng's solution](#)

187.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[woohyun_jng's solution](#)

188.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[woohyun_jng's solution](#)

189.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[woohyun_jng's solution](#)

190.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[woohyun_jng's solution](#)

191.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[woohyun_jng's solution](#)

192.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[woohyun_jng's solution](#)

193.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[woohyun_jng's solution](#)

194.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, math, schedules, sortings

[woohyun_jng's solution](#)

195.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[woohyun_jng's solution](#)

196.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[woohyun_jng's solution](#)

197.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[woohyun_jng's solution](#)

198.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[woohyun_jng's solution](#)

199.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · last AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[woohyun_jng's solution](#)

200.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[woohyun_jng's solution](#)

201.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[woohyun_jng's solution](#)

202.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[woohyun_jng's solution](#)

203.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[woohyun_jng's solution](#)

204.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[woohyun_jng's solution](#)

205.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[woohyun_jng's solution](#)

206.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[woohyun_jng's solution](#)

207.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[woohyun_jng's solution](#)

208.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[woohyun_jng's solution](#)

209.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[woohyun_jng's solution](#)

210.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[woohyun_jng's solution](#)

211.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[woohyun_jng's solution](#)

212.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[woohyun_jng's solution](#)

213.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[woohyun_jng's solution](#)

214.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games
[woohyun_jng's solution](#)

215.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[woohyun_jng's solution](#)

216.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, trees
[woohyun_jng's solution](#)

217.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers
[woohyun_jng's solution](#)

218.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[woohyun_jng's solution](#)

219.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2024-07-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[woohyun_jng's solution](#)

220.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings
[woohyun_jng's solution](#)

221.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[woohyun_jng's solution](#)

222.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[woohyun_jng's solution](#)

223.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings
[woohyun_jng's solution](#)

224.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[woohyun_jng's solution](#)

225.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[woohyun_jng's solution](#)

226.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

227.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[woohyun_jng's solution](#)

228.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[woohyun_jng's solution](#)

229.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[woohyun_jng's solution](#)

230.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[woohyun_jng's solution](#)

231.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[woohyun_jng's solution](#)

232.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[woohyun_jng's solution](#)

233.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 1900 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math, strings

[woohyun_jng's solution](#)

234.

2009G1

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[woohyun_jng's solution](#)

235.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[woohyun_jng's solution](#)

236.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[woohyun_jng's solution](#)

237.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[woohyun_jng's solution](#)

238.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[woohyun_jng's solution](#)

239.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[woohyun_jng's solution](#)

240.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[woohyun_jng's solution](#)

241.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-19 · last AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[woohyun_jng's solution](#)

242.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[woohyun_jng's solution](#)

243.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[woohyun_jng's solution](#)

244.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[woohyun_jng's solution](#)

245.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[woohyun_jng's solution](#)

246.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[woohyun_jng's solution](#)

247.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[woohyun_jng's solution](#)

248.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, sortings

[woohyun_jng's solution](#)

249.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[woohyun_jng's solution](#)

250.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[woohyun_jng's solution](#)

251.

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[woohyun_jng's solution](#)

252.

2150C

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

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[woohyun_jng's solution](#)

253.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[woohyun_jng's solution](#)

254.

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[woohyun_jng's solution](#)

255.

2061F1

[Kevin and Binary String \(Easy Version\) · Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[woohyun_jng's solution](#)

256.

2044H

[Hard Demon Problem · Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[woohyun_jng's solution](#)

257.

2031E

[Penchick and Chloe's Trees · Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[woohyun_jng's solution](#)

258.

2029E

[Common Generator · Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[woohyun_jng's solution](#)

259.

1778D

[Flexible String Revisit · Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities

[woohyun_jng's solution](#)

260.

2101C

[23 Kingdom · Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[woohyun_jng's solution](#)

261.

2073G

[Corrupted File · Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[woohyun_jng's solution](#)

262.

2062D

[Balanced Tree · Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[woohyun_jng's solution](#)

263.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[woohyun_jng's solution](#)

264.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[woohyun_jng's solution](#)

265.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[woohyun_jng's solution](#)

266.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[woohyun_jng's solution](#)

267.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[woohyun_jng's solution](#)

268.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[woohyun_jng's solution](#)

269.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[woohyun_jng's solution](#)

270.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[woohyun_jng's solution](#)

271.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[woohyun_jng's solution](#)

272.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[woohyun_jng's solution](#)

273.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[woohyun_jng's solution](#)

274.

2174C1

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

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[woohyun_jng's solution](#)

275.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[woohyun_jng's solution](#)

276.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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277.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

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278.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

279.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[woohyun_jng's solution](#)

280.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[woohyun_jng's solution](#)

281.

2174C2

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

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[woohyun_jng's solution](#)

282.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[woohyun_jng's solution](#)

283.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[woohyun_jng's solution](#)

284.

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[woohyun_jng's solution](#)

285.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[woohyun_jng's solution](#)

286.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[woohyun_jng's solution](#)

287.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[woohyun_jng's solution](#)

288.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[woohyun_jng's solution](#)

289.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[woohyun_jng's solution](#)

290.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[woohyun_jng's solution](#)

291.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[woohyun_jng's solution](#)

292.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[woohyun_jng's solution](#)

293.

2068X

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[woohyun_jng's solution](#)

294.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2025-02-18 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[woohyun_jng's solution](#)

295.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[woohyun_jng's solution](#)

296.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[woohyun_jng's solution](#)

297.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

298.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

299.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

300.

102202I

[Dijkstra Is Playing At My House](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

301.

100729D

[Piece it together](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

302.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[woohyun_jng's solution](#)

303.

1193A

[Amusement Park](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dp, math
[woohyun_jng's solution](#)