

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

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# Unique solved — wurzang

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

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

Filters: none

Count: 100

1.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[wurzang's solution](#)

2.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)  
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3.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: [games](#), [implementation](#), [math](#)  
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4.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: [math](#), [sortings](#)  
[wurzang's solution](#)

5.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: [strings](#)  
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6.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)  
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7.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#)  
[wurzang's solution](#)

8.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [greedy](#)  
[wurzang's solution](#)

9.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
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**10.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings  
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**11.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[wurzang's solution](#)

**12.**

1569A

[Balanced Substring](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[wurzang's solution](#)

**13.**

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**14.**

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[wurzang's solution](#)

**15.**

1542A

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[wurzang's solution](#)

**16.**

1541A

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**17.**

1609A

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[wurzang's solution](#)

**18.**

1555A

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Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
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**19.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[wurzang's solution](#)

**20.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[wurzang's solution](#)

**21.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[wurzang's solution](#)

**22.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[wurzang's solution](#)

**23.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[wurzang's solution](#)

**24.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers  
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**25.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings  
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**26.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
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**27.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
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**28.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
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**29.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
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**30.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[wurzang's solution](#)

**31.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[wurzang's solution](#)

**32.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[wurzang's solution](#)

**33.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**34.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**35.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[wurzang's solution](#)

**36.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

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**37.**

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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**38.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

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**39.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[wurzang's solution](#)

**40.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**41.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[wurzang's solution](#)

**42.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[wurzang's solution](#)

**43.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[wurzang's solution](#)

**44.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[wurzang's solution](#)

**45.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[wurzang's solution](#)

**46.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

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**47.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[wurzang's solution](#)

**48.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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**49.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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**50.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[wurzang's solution](#)

**51.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[wurzang's solution](#)

**52.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[wurzang's solution](#)

**53.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[wurzang's solution](#)

**54.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[wurzang's solution](#)

**55.**

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

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**56.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[wurzang's solution](#)

**57.**

1628B

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Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[wurzang's solution](#)

**58.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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**59.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**60.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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**61.**

1635D

[Infinite Set](#) · [Tutorial](#)

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[wurzang's solution](#)

**62.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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**63.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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**64.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

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**65.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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**66.**

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

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**67.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[wurzang's solution](#)

**68.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[wurzang's solution](#)

**69.**

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[wurzang's solution](#)

**70.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[wurzang's solution](#)

**71.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**72.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wurzang's solution](#)

**73.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

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**74.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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**75.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

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**76.**

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

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**77.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[wurzang's solution](#)

**78.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[wurzang's solution](#)

**79.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

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**80.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[wurzang's solution](#)

**81.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[wurzang's solution](#)

**82.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[wurzang's solution](#)

**83.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[wurzang's solution](#)

**84.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[wurzang's solution](#)

**85.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[wurzang's solution](#)

**86.**

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[wurzang's solution](#)

**87.**

1654E

[Arithmetic Operations](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[wurzang's solution](#)

**88.**

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[wurzang's solution](#)

**89.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wurzang's solution](#)

**90.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[wurzang's solution](#)

**91.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices  
[wurzang's solution](#)

**92.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[wurzang's solution](#)

**93.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees  
[wurzang's solution](#)

**94.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry  
[wurzang's solution](#)

**95.**

2183F

[Jumping Man](#) · [Tutorial](#)

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**96.**

1677D

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**97.**

1614E

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**98.**

1542E2

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**99.**

105833D

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**100.**

105114H

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