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Unique solved — xhx114514

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

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

Filters: none

Count: 121

1.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [games](#)
[xhx114514's solution](#)

2.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#)
[xhx114514's solution](#)

3.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#)
[xhx114514's solution](#)

4.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: [binary search](#), [greedy](#), [math](#), [sortings](#)
[xhx114514's solution](#)

5.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [math](#), [strings](#)
[xhx114514's solution](#)

6.

1805B

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

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [strings](#)
[xhx114514's solution](#)

7.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: [bitmasks](#), [brute force](#)
[xhx114514's solution](#)

8.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)
[xhx114514's solution](#)

9.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,475 global accepts · Rating: 900 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)
[xhx114514's solution](#)

10.

1875A

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

Quality: 47,029 global accepts · Rating: 900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[xhx114514's solution](#)

11.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[xhx114514's solution](#)

12.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[xhx114514's solution](#)

13.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[xhx114514's solution](#)

14.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[xhx114514's solution](#)

15.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[xhx114514's solution](#)

16.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[xhx114514's solution](#)

17.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[xhx114514's solution](#)

18.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[xhx114514's solution](#)

19.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[xhx114514's solution](#)

20.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[xhx114514's solution](#)

21.

1890C

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

Quality: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[xhx114514's solution](#)

22.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[xhx114514's solution](#)

23.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[xhx114514's solution](#)

24.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[xhx114514's solution](#)

25.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[xhx114514's solution](#)

26.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[xhx114514's solution](#)

27.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xhx114514's solution](#)

28.

1875D

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

Quality: 11,408 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xhx114514's solution](#)

29.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[xhx114514's solution](#)

30.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

sortings, two pointers

[xhx114514's solution](#)

31.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[xhx114514's solution](#)

32.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-04-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[xhx114514's solution](#)

33.

1909D

[Split Plus K](#) · [Tutorial](#)

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

[xhx114514's solution](#)

34.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[xhx114514's solution](#)

35.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[xhx114514's solution](#)

36.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[xhx114514's solution](#)

37.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[xhx114514's solution](#)

38.

1909F1

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

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

[xhx114514's solution](#)

39.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory, trees

[xhx114514's solution](#)

40.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[xhx114514's solution](#)

41.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[xhx114514's solution](#)

42.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
[xhx114514's solution](#)

43.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees
[xhx114514's solution](#)

44.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees
[xhx114514's solution](#)

45.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[xhx114514's solution](#)

46.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, implementation
[xhx114514's solution](#)

47.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[xhx114514's solution](#)

48.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[xhx114514's solution](#)

49.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[xhx114514's solution](#)

50.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[xhx114514's solution](#)

51.

1890E2

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

Rating: 2600 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xhx114514's solution](#)

52.

1592F1

[Alice and Recoloring 1 · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[xhx114514's solution](#)

53.

1827D

[Two Centroids · Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[xhx114514's solution](#)

54.

1221G

[Graph And Numbers · Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[xhx114514's solution](#)

55.

1835D

[Doctor's Brown Hypothesis · Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[xhx114514's solution](#)

56.

685C

[Optimal Point · Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[xhx114514's solution](#)

57.

1969F

[Card Pairing · Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[xhx114514's solution](#)

58.

1889D

[Game of Stacks · Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[xhx114514's solution](#)

59.

679E

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

Quality: 820 global accepts · Rating: 3100 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[xhx114514's solution](#)

60.

176E

[Archaeology · Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[xhx114514's solution](#)

61.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[xhx114514's solution](#)

62.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[xhx114514's solution](#)

63.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

64.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

65.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[xhx114514's solution](#)

66.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[xhx114514's solution](#)

67.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

68.

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

69.

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

70.

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

71.

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

72.

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

73.

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

74.

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

75.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

76.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

77.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

78.

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

79.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

80.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

81.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

82.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

83.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

84.

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

85.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

86.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

87.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

88.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

89.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

90.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

91.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

92.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

93.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

94.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

95.

105423B

[HolyK's Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[xhx114514's solution](#)

96.

105423A

[Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[xhx114514's solution](#)

97.

105423H

[Tutorial](#)

Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[xhx114514's solution](#)

98.

105423J

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

Rating: — · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[xhx114514's solution](#)

99.

105423K

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