

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

<https://cfelitetracker.vercel.app>

# Unique solved — xxxXmz

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

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

Filters: none

Count: 197

- 1.**  
2019A  
[Max Plus Size](#) · [Tutorial](#)  
Quality: 27,136 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy  
[xxxXmz's solution](#)
- 2.**  
2147A  
[Shortest Increasing Path](#) · [Tutorial](#)  
Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[xxxXmz's solution](#)
- 3.**  
1896A  
[Jagged Swaps](#) · [Tutorial](#)  
Quality: 57,389 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings  
[xxxXmz's solution](#)
- 4.**  
1997A  
[Strong Password](#) · [Tutorial](#)  
Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[xxxXmz's solution](#)
- 5.**  
1796A  
[Typical Interview Problem](#) · [Tutorial](#)  
Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[xxxXmz's solution](#)
- 6.**  
1778A  
[Flip Flop Sum](#) · [Tutorial](#)  
Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[xxxXmz's solution](#)
- 7.**  
1777A  
[Everybody Likes Good Arrays!](#) · [Tutorial](#)  
Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[xxxXmz's solution](#)
- 8.**  
1744B  
[Even-Odd Increments](#) · [Tutorial](#)  
Quality: 24,899 global accepts · Rating: 800 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[xxxXmz's solution](#)
- 9.**  
1744A  
[Number Replacement](#) · [Tutorial](#)  
Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[xxxXmz's solution](#)

**10.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[xxxXmz's solution](#)

**11.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[xxxXmz's solution](#)

**12.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[xxxXmz's solution](#)

**13.**

1754B

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

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

**14.**

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[xxxXmz's solution](#)

**15.**

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[xxxXmz's solution](#)

**16.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[xxxXmz's solution](#)

**17.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[xxxXmz's solution](#)

**18.**

1734B

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

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xxxXmz's solution](#)

**19.**

1734A

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

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

**20.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[xxxXmz's solution](#)

**21.**

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[xxxXmz's solution](#)

**22.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[xxxXmz's solution](#)

**23.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[xxxXmz's solution](#)

**24.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[xxxXmz's solution](#)

**25.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers  
[xxxXmz's solution](#)

**26.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math  
[xxxXmz's solution](#)

**27.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory  
[xxxXmz's solution](#)

**28.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[xxxXmz's solution](#)

**29.**

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[xxxXmz's solution](#)

**30.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[xxxXmz's solution](#)

**31.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[xxxXmz's solution](#)

**32.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[xxxXmz's solution](#)

**33.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[xxxXmz's solution](#)

**34.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[xxxXmz's solution](#)

**35.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xxxXmz's solution](#)

**36.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[xxxXmz's solution](#)

**37.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[xxxXmz's solution](#)

**38.**

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[xxxXmz's solution](#)

**39.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[xxxXmz's solution](#)

**40.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[xxxXmz's solution](#)

**41.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[xxxXmz's solution](#)

**42.**

1997B

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

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[xxxXmz's solution](#)

**43.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xxxXmz's solution](#)

**44.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xxxXmz's solution](#)

**45.**

2019B

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

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[xxxXmz's solution](#)

**46.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[xxxXmz's solution](#)

**47.**

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · last AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[xxxXmz's solution](#)

**48.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[xxxXmz's solution](#)

**49.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xxxXmz's solution](#)

**50.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[xxxXmz's solution](#)

**51.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[xxxXmz's solution](#)

**52.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[xxxXmz's solution](#)

**53.**

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[xxxXmz's solution](#)

**54.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[xxxXmz's solution](#)

**55.**

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[xxxXmz's solution](#)

**56.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, math

[xxxXmz's solution](#)

**57.**

1778B

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

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[xxxXmz's solution](#)

**58.**

1754C1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[xxxXmz's solution](#)

**59.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[xxxXmz's solution](#)

**60.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[xxxXmz's solution](#)

**61.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[xxxXmz's solution](#)

**62.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[xxxXmz's solution](#)

**63.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xxxXmz's solution](#)

**64.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[xxxXmz's solution](#)

**65.**

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[xxxXmz's solution](#)

**66.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[xxxXmz's solution](#)

**67.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[xxxXmz's solution](#)

**68.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[xxxXmz's solution](#)

**69.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[xxxXmz's solution](#)

**70.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[xxxXmz's solution](#)

**71.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[xxxXmz's solution](#)

**72.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[xxxXmz's solution](#)

**73.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[xxxXmz's solution](#)

**74.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[xxxXmz's solution](#)

**75.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[xxxXmz's solution](#)

**76.**

1754C2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[xxxXmz's solution](#)

**77.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[xxxXmz's solution](#)

**78.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[xxxXmz's solution](#)

**79.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[xxxXmz's solution](#)

**80.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[xxxXmz's solution](#)

**81.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, math

[xxxXmz's solution](#)

**82.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[xxxXmz's solution](#)

**83.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings  
[xxxXmz's solution](#)

**84.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[xxxXmz's solution](#)

**85.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math  
[xxxXmz's solution](#)

**86.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search  
[xxxXmz's solution](#)

**87.**

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees  
[xxxXmz's solution](#)

**88.**

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[xxxXmz's solution](#)

**89.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, greedy, implementation  
[xxxXmz's solution](#)

**90.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[xxxXmz's solution](#)

**91.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[xxxXmz's solution](#)

**92.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers  
[xxxXmz's solution](#)

**93.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[xxxXmz's solution](#)

**94.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[xxxXmz's solution](#)

**95.**

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[xxxXmz's solution](#)

**96.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[xxxXmz's solution](#)

**97.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xxxXmz's solution](#)

**98.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[xxxXmz's solution](#)

**99.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[xxxXmz's solution](#)

**100.**

1732C1

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

Quality: 7,579 global accepts · Rating: 1800 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[xxxXmz's solution](#)

**101.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[xxxXmz's solution](#)

**102.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[xxxXmz's solution](#)

**103.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[xxxXmz's solution](#)

**104.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2026-05-02 · last AC: 2026-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[xxxXmz's solution](#)

**105.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-22 · last AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[xxxXmz's solution](#)

**106.**

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[xxxXmz's solution](#)

**107.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[xxxXmz's solution](#)

**108.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-03-18 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[xxxXmz's solution](#)

**109.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[xxxXmz's solution](#)

**110.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[xxxXmz's solution](#)

**111.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[xxxXmz's solution](#)

**112.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[xxxXmz's solution](#)

**113.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xxxXmz's solution](#)

**114.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[xxxXmz's solution](#)

**115.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[xxxXmz's solution](#)

**116.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[xxxXmz's solution](#)

**117.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[xxxXmz's solution](#)

**118.**

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[xxxXmz's solution](#)

**119.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[xxxXmz's solution](#)

**120.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[xxxXmz's solution](#)

**121.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[xxxXmz's solution](#)

**122.**

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math

[xxxXmz's solution](#)

**123.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xxxXmz's solution](#)

**124.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[xxxXmz's solution](#)

**125.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[xxxXmz's solution](#)

**126.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[xxxXmz's solution](#)

**127.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[xxxXmz's solution](#)

**128.**

1754E

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

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

[xxxXmz's solution](#)

**129.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[xxxXmz's solution](#)

**130.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[xxxXmz's solution](#)

**131.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[xxxXmz's solution](#)

**132.**

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[xxxXmz's solution](#)

**133.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[xxxXmz's solution](#)

**134.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[xxxXmz's solution](#)

**135.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[xxxXmz's solution](#)

**136.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[xxxXmz's solution](#)

**137.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xxxXmz's solution](#)

**138.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[xxxXmz's solution](#)

**139.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[xxxXmz's solution](#)

**140.**

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[xxxXmz's solution](#)

**141.**

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[xxxXmz's solution](#)

**142.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[xxxXmz's solution](#)

**143.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, math

[xxxXmz's solution](#)

**144.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[xxxXmz's solution](#)

**145.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,332 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[xxxXmz's solution](#)

**146.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[xxxXmz's solution](#)

**147.**

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[xxxXmz's solution](#)

**148.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[xxxXmz's solution](#)

**149.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[xxxXmz's solution](#)

**150.**

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[xxxXmz's solution](#)

**151.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[xxxXmz's solution](#)

**152.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two

pointers

[xxxXmz's solution](#)

**153.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[xxxXmz's solution](#)

**154.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, graphs, probabilities

[xxxXmz's solution](#)

**155.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2022-11-11 · last AC: 2025-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[xxxXmz's solution](#)

**156.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[xxxXmz's solution](#)

**157.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xxxXmz's solution](#)

**158.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[xxxXmz's solution](#)

**159.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[xxxXmz's solution](#)

**160.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[xxxXmz's solution](#)

**161.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[xxxXmz's solution](#)

**162.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, trees

[xxxXmz's solution](#)

**163.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[xxxXmz's solution](#)

**164.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[xxxXmz's solution](#)

**165.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[xxxXmz's solution](#)

**166.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[xxxXmz's solution](#)

**167.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-11-15 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[xxxXmz's solution](#)

**168.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-11-14 · last AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[xxxXmz's solution](#)

**169.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[xxxXmz's solution](#)

**170.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-11-02 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[xxxXmz's solution](#)

**171.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[xxxXmz's solution](#)

**172.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[xxxXmz's solution](#)

### 173.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[xxxXmz's solution](#)

### 174.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[xxxXmz's solution](#)

### 175.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[xxxXmz's solution](#)

### 176.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xxxXmz's solution](#)

### 177.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[xxxXmz's solution](#)

### 178.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[xxxXmz's solution](#)

### 179.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[xxxXmz's solution](#)

### 180.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[xxxXmz's solution](#)

### 181.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[xxxXmz's solution](#)

### 182.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

constructive algorithms, interactive, ternary search

[xxxXmz's solution](#)

**183.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[xxxXmz's solution](#)

**184.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[xxxXmz's solution](#)

**185.**

1320D

[Reachable Strings](#) · [Tutorial](#)

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1363F

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**193.**

1783G

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739E

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1710D

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105385D

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