

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

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Unique solved — yogzinhoo

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

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

Filters: none

Count: 120

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[yogzinhoo's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: games

[yogzinhoo's solution](#)

3.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yogzinhoo's solution](#)

4.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[yogzinhoo's solution](#)

5.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[yogzinhoo's solution](#)

6.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yogzinhoo's solution](#)

7.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yogzinhoo's solution](#)

8.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

[yogzinhoo's solution](#)

9.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[yogzinhoo's solution](#)

10.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[yogzinhoo's solution](#)

11.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[yogzinhoo's solution](#)

12.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yogzinhoo's solution](#)

13.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yogzinhoo's solution](#)

14.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[yogzinhoo's solution](#)

15.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yogzinhoo's solution](#)

16.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[yogzinhoo's solution](#)

17.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[yogzinhoo's solution](#)

18.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yogzinhoo's solution](#)

19.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yogzinhoo's solution](#)

20.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yogzinhoo's solution](#)

21.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[yogzinhoo's solution](#)

22.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yogzinhoo's solution](#)

23.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yogzinhoo's solution](#)

24.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yogzinhoo's solution](#)

25.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yogzinhoo's solution](#)

26.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yogzinhoo's solution](#)

27.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[yogzinhoo's solution](#)

28.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[yogzinhoo's solution](#)

29.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yogzinhoo's solution](#)

30.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yogzinhoo's solution](#)

31.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yogzinhoo's solution](#)

32.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[yogzinhoo's solution](#)

33.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings
[yogzinhoo's solution](#)

34.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[yogzinhoo's solution](#)

35.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[yogzinhoo's solution](#)

36.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yogzinhoo's solution](#)

37.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[yogzinhoo's solution](#)

38.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[yogzinhoo's solution](#)

39.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[yogzinhoo's solution](#)

40.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[yogzinhoo's solution](#)

41.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yogzinhoo's solution](#)

42.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yogzinhoo's solution](#)

43.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[yogzinhoo's solution](#)

44.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[yogzinhoo's solution](#)

45.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yogzinhoo's solution](#)

46.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yogzinhoo's solution](#)

47.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yogzinhoo's solution](#)

48.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[yogzinhoo's solution](#)

49.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[yogzinhoo's solution](#)

50.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[yogzinhoo's solution](#)

51.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[yogzinhoo's solution](#)

52.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[yogzinhoo's solution](#)

53.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yogzinhoo's solution](#)

54.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yogzinhoo's solution](#)

55.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yogzinhoo's solution](#)

56.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yogzinhoo's solution](#)

57.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[yogzinhoo's solution](#)

58.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[yogzinhoo's solution](#)

59.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yogzinhoo's solution](#)

60.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[yogzinhoo's solution](#)

61.

1988C

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

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yogzinhoo's solution](#)

62.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yogzinhoo's solution](#)

63.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[yogzinhoo's solution](#)

64.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[yogzinhoo's solution](#)

65.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy, sortings

[yogzinhoo's solution](#)

66.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yogzinhoo's solution](#)

67.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[yogzinhoo's solution](#)

68.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yogzinhoo's solution](#)

69.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[yogzinhoo's solution](#)

70.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yogzinhoo's solution](#)

71.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[yogzinhoo's solution](#)

72.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[yogzinhoo's solution](#)

73.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[yogzinhoo's solution](#)

74.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[yogzinhoo's solution](#)

75.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[yogzinhoo's solution](#)

76.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[yogzinhoo's solution](#)

77.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[yogzinhoo's solution](#)

78.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[yogzinhoo's solution](#)

79.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[yogzinhoo's solution](#)

80.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[yogzinhoo's solution](#)

81.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[yogzinhoo's solution](#)

82.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[yogzinhoo's solution](#)

83.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[yogzinhoo's solution](#)

84.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yogzinhoo's solution](#)

85.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[yogzinhoo's solution](#)

86.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[yogzinhoo's solution](#)

87.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[yogzinhoo's solution](#)

88.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yogzinhoo's solution](#)

89.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[yogzinhoo's solution](#)

90.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[yogzinhoo's solution](#)

91.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[yogzinhoo's solution](#)

92.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[yogzinhoo's solution](#)

93.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[yogzinhoo's solution](#)

94.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[yogzinhoo's solution](#)

95.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[yogzinhoo's solution](#)

96.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yogzinhoo's solution](#)

97.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[yogzinhoo's solution](#)

98.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[yogzinhoo's solution](#)

99.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[yogzinhoo's solution](#)

100.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[yogzinhoo's solution](#)

101.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yogzinhoo's solution](#)

102.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[yogzinhoo's solution](#)

103.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[yogzinhoo's solution](#)

104.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[yogzinhoo's solution](#)

105.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, trees

[yogzinhoo's solution](#)

106.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[yogzinhoo's solution](#)

107.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[yogzinhoo's solution](#)

108.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[yogzinhoo's solution](#)

109.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yogzinhoo's solution](#)

110.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[yogzinhoo's solution](#)

111.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[yogzinhoo's solution](#)

112.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[yogzinhoo's solution](#)

113.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[yogzinhoo's solution](#)

114.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[yogzinhoo's solution](#)

115.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[yogzinhoo's solution](#)

116.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[yogzinhoo's solution](#)

117.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[yogzinhoo's solution](#)

118.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[yogzinhoo's solution](#)

119.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yogzinhoo's solution](#)

120.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,147 global accepts · Rating: — · first AC: 2026-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yogzinhoo's solution](#)