

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

<https://cfelitetracker.vercel.app>

# Unique solved — AcheronIt

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

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

Filters: none

Count: 98

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AcheronIt's solution](#)

2.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AcheronIt's solution](#)

3.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,292 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[AcheronIt's solution](#)

4.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,973 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[AcheronIt's solution](#)

5.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[AcheronIt's solution](#)

6.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,902 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[AcheronIt's solution](#)

7.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,443 global accepts · Rating: 800 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AcheronIt's solution](#)

8.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,851 global accepts · Rating: 800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[AcheronIt's solution](#)

9.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AcheronIt's solution](#)

**10.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,849 global accepts · Rating: 900 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AcheronIt's solution](#)

**11.**

2203B

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

Quality: 14,283 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[AcheronIt's solution](#)

**12.**

2192B

[Flipping Binary String](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AcheronIt's solution](#)

**13.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AcheronIt's solution](#)

**14.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,521 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AcheronIt's solution](#)

**15.**

2197B

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

Quality: 15,893 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, schedules, sortings, two pointers

[AcheronIt's solution](#)

**16.**

2202B

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

Quality: 11,139 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[AcheronIt's solution](#)

**17.**

2197C

[Game with a Fraction](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[AcheronIt's solution](#)

**18.**

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy

[AcheronIt's solution](#)

**19.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AcheronIt's solution](#)

**20.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,654 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[AcheronIt's solution](#)

**21.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[AcheronIt's solution](#)

**22.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AcheronIt's solution](#)

**23.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,023 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[AcheronIt's solution](#)

**24.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,549 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AcheronIt's solution](#)

**25.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[AcheronIt's solution](#)

**26.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[AcheronIt's solution](#)

**27.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[AcheronIt's solution](#)

**28.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AcheronIt's solution](#)

**29.**

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,483 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[AcheronIt's solution](#)

**30.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[AcheronIt's solution](#)

- 31.**  
2203D  
[Divisibility Game](#) · [Tutorial](#)  
Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory  
[AcheronIt's solution](#)
- 32.**  
2202D  
[Recollect Numbers](#) · [Tutorial](#)  
Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[AcheronIt's solution](#)
- 33.**  
2202C2  
[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)  
Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy  
[AcheronIt's solution](#)
- 34.**  
2197E1  
[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)  
Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[AcheronIt's solution](#)
- 35.**  
2215B  
[RReeppeettiittiioonn](#) · [Tutorial](#)  
Quality: 1,003 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory  
[AcheronIt's solution](#)
- 36.**  
2202E  
[Rigged Bracket Sequence](#) · [Tutorial](#)  
Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[AcheronIt's solution](#)
- 37.**  
2195F  
[Parabola Independence](#) · [Tutorial](#)  
Quality: 2,703 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, sortings  
[AcheronIt's solution](#)
- 38.**  
2197E2  
[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)  
Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[AcheronIt's solution](#)
- 39.**  
2194E  
[The Turtle Strikes Back](#) · [Tutorial](#)  
Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation  
[AcheronIt's solution](#)
- 40.**  
2207E1  
[N-MEX \(Constructive Version\)](#) · [Tutorial](#)  
Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[AcheronIt's solution](#)
- 41.**  
2205E  
[Simons and Dividing the Rhythm](#) · [Tutorial](#)  
Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp,

dsu, math, string suffix structures, strings

[AcheronIt's solution](#)

**42.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[AcheronIt's solution](#)

**43.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[AcheronIt's solution](#)

**44.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[AcheronIt's solution](#)

**45.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AcheronIt's solution](#)

**46.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[AcheronIt's solution](#)

**47.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[AcheronIt's solution](#)

**48.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[AcheronIt's solution](#)

**49.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[AcheronIt's solution](#)

**50.**

2202F

[Binary Not Search and Queries](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AcheronIt's solution](#)

**51.**

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AcheronIt's solution](#)

**52.**

2197F

[Double Bracket Sequence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, flows, greedy

[AcheronIt's solution](#)

**53.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[AcheronIt's solution](#)

**54.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AcheronIt's solution](#)

**55.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[AcheronIt's solution](#)

**56.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AcheronIt's solution](#)

**57.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[AcheronIt's solution](#)

**58.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AcheronIt's solution](#)

**59.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[AcheronIt's solution](#)

**60.**

2202G2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AcheronIt's solution](#)

**61.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2026-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[AcheronIt's solution](#)

**62.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[AcheronIt's solution](#)

**63.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[AcheronIt's solution](#)

**64.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[AcheronIt's solution](#)

**65.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[AcheronIt's solution](#)

**66.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[AcheronIt's solution](#)

**67.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, number theory

[AcheronIt's solution](#)

**68.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[AcheronIt's solution](#)

**69.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AcheronIt's solution](#)

**70.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3000 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[AcheronIt's solution](#)

**71.**

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[AcheronIt's solution](#)

**72.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[AcheronIt's solution](#)

**73.**

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[AcheronIt's solution](#)

**74.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AcheronIt's solution](#)

**75.**

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[AcheronIt's solution](#)

**76.**

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[AcheronIt's solution](#)

**77.**

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AcheronIt's solution](#)

**78.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[AcheronIt's solution](#)

**79.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[AcheronIt's solution](#)

**80.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[AcheronIt's solution](#)

**81.**

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[AcheronIt's solution](#)

**82.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[AcheronIt's solution](#)

**83.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[AcheronIt's solution](#)

**84.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[AcheronIt's solution](#)

**85.**

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3500 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AcheronIt's solution](#)

**86.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[AcheronIt's solution](#)

**87.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AcheronIt's solution](#)

**88.**

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[AcheronIt's solution](#)

**89.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[AcheronIt's solution](#)

**90.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AcheronIt's solution](#)

**91.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AcheronIt's solution](#)

**92.**

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[AcheronIt's solution](#)

**93.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[AcheronIt's solution](#)

**94.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[AcheronIt's solution](#)

**95.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**96.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

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**97.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,978 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**98.**

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Rating: — · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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