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# Unique solved — BinaryPhoenix10

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

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

Filters: none

Count: 84

1.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[BinaryPhoenix10's solution](#)

2.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[BinaryPhoenix10's solution](#)

3.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[BinaryPhoenix10's solution](#)

4.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,321 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[BinaryPhoenix10's solution](#)

5.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,225 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

6.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,949 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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7.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,380 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

8.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,910 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

9.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,940 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[BinaryPhoenix10's solution](#)

10.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,328 global accepts · Rating: 800 · first AC: 2025-07-18 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[BinaryPhoenix10's solution](#)

11.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,051 global accepts · Rating: 800 · first AC: 2025-07-19 · last AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[BinaryPhoenix10's solution](#)

12.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[BinaryPhoenix10's solution](#)

13.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,990 global accepts · Rating: 800 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[BinaryPhoenix10's solution](#)

14.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 43,998 global accepts · Rating: 800 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

15.

1783A

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

Quality: 48,703 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, sortings

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16.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

17.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,966 global accepts · Rating: 800 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[BinaryPhoenix10's solution](#)

18.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[BinaryPhoenix10's solution](#)

**19.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,146 global accepts · Rating: 800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, two pointers  
[BinaryPhoenix10's solution](#)

**20.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[BinaryPhoenix10's solution](#)

**21.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,184 global accepts · Rating: 800 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[BinaryPhoenix10's solution](#)

**22.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,916 global accepts · Rating: 800 · first AC: 2025-07-27 · last AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force  
[BinaryPhoenix10's solution](#)

**23.**

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,461 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[BinaryPhoenix10's solution](#)

**24.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,440 global accepts · Rating: 800 · first AC: 2025-07-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[BinaryPhoenix10's solution](#)

**25.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,539 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[BinaryPhoenix10's solution](#)

**26.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,433 global accepts · Rating: 800 · first AC: 2025-07-25 · last AC: 2025-07-25 · PyPy 3-64 (first AC) · Tags: implementation, math  
[BinaryPhoenix10's solution](#)

**27.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,012 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[BinaryPhoenix10's solution](#)

**28.**

1831A

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

Quality: 46,291 global accepts · Rating: 800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[BinaryPhoenix10's solution](#)

**29.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,645 global accepts · Rating: 800 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

**30.**

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[BinaryPhoenix10's solution](#)

**31.**

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,825 global accepts · Rating: 800 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[BinaryPhoenix10's solution](#)

**32.**

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,338 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[BinaryPhoenix10's solution](#)

**33.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[BinaryPhoenix10's solution](#)

**34.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,479 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

**35.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,510 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

**36.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,445 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

**37.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,903 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[BinaryPhoenix10's solution](#)

**38.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,095 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[BinaryPhoenix10's solution](#)

**39.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,705 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, sortings

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40.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,768 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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41.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[BinaryPhoenix10's solution](#)

42.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[BinaryPhoenix10's solution](#)

43.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,979 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[BinaryPhoenix10's solution](#)

44.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,307 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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45.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,648 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[BinaryPhoenix10's solution](#)

46.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,297 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[BinaryPhoenix10's solution](#)

47.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,087 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[BinaryPhoenix10's solution](#)

48.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings  
[BinaryPhoenix10's solution](#)

49.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,722 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math, number theory  
[BinaryPhoenix10's solution](#)

50.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,075 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[BinaryPhoenix10's solution](#)

**51.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,287 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

**52.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,604 global accepts · Rating: 800 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[BinaryPhoenix10's solution](#)

**53.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,915 global accepts · Rating: 900 · first AC: 2025-08-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

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**54.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2025-08-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**55.**

1875A

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

Quality: 46,989 global accepts · Rating: 900 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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**56.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,636 global accepts · Rating: 900 · first AC: 2025-08-10 · last AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**57.**

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,668 global accepts · Rating: 900 · first AC: 2025-08-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

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**58.**

1904A

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Quality: 40,369 global accepts · Rating: 900 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

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**59.**

2125B

[Left and Down](#) · [Tutorial](#)

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**60.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[BinaryPhoenix10's solution](#)

**61.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[BinaryPhoenix10's solution](#)

**62.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,982 global accepts · Rating: 1000 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[BinaryPhoenix10's solution](#)

**63.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**64.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,394 global accepts · Rating: 1100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**65.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[BinaryPhoenix10's solution](#)

**66.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[BinaryPhoenix10's solution](#)

**67.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

**68.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[BinaryPhoenix10's solution](#)

**69.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,310 global accepts · Rating: 1200 · first AC: 2025-07-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[BinaryPhoenix10's solution](#)

**70.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[BinaryPhoenix10's solution](#)

**71.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[BinaryPhoenix10's solution](#)

**72.**

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[BinaryPhoenix10's solution](#)

**73.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[BinaryPhoenix10's solution](#)

**74.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BinaryPhoenix10's solution](#)

**75.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[BinaryPhoenix10's solution](#)

**76.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[BinaryPhoenix10's solution](#)

**77.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[BinaryPhoenix10's solution](#)

**78.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[BinaryPhoenix10's solution](#)

**79.**

2128E1

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

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[BinaryPhoenix10's solution](#)

**80.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[BinaryPhoenix10's solution](#)

**81.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[BinaryPhoenix10's solution](#)

**82.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[BinaryPhoenix10's solution](#)

**83.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[BinaryPhoenix10's solution](#)

**84.**

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

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