

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

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Unique solved — PelicanPilot

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

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

Filters: none

Count: 113

- 1.**
859A
[Declined Finalists](#) · [Tutorial](#)
Quality: 8,619 global accepts · Rating: 800 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[PelicanPilot's solution](#)
- 2.**
2147A
[Shortest Increasing Path](#) · [Tutorial](#)
Quality: 18,629 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[PelicanPilot's solution](#)
- 3.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[PelicanPilot's solution](#)
- 4.**
701A
[Cards](#) · [Tutorial](#)
Quality: 21,204 global accepts · Rating: 800 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[PelicanPilot's solution](#)
- 5.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[PelicanPilot's solution](#)
- 6.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,732 global accepts · Rating: 800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: greedy, strings
[PelicanPilot's solution](#)
- 7.**
2193A
[DBMB and the Array](#) · [Tutorial](#)
Quality: 42,648 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[PelicanPilot's solution](#)
- 8.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[PelicanPilot's solution](#)
- 9.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[PelicanPilot's solution](#)
- 10.**
2203A
[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[PelicanPilot's solution](#)

11.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PelicanPilot's solution](#)

12.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,349 global accepts · Rating: 800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[PelicanPilot's solution](#)

13.

2192A

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

Quality: 17,907 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[PelicanPilot's solution](#)

14.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[PelicanPilot's solution](#)

15.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[PelicanPilot's solution](#)

16.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[PelicanPilot's solution](#)

17.

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[PelicanPilot's solution](#)

18.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[PelicanPilot's solution](#)

19.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[PelicanPilot's solution](#)

20.

2202B

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

Quality: 11,142 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[PelicanPilot's solution](#)

21.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[PelicanPilot's solution](#)

22.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[PelicanPilot's solution](#)

23.

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

[PelicanPilot's solution](#)

24.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[PelicanPilot's solution](#)

25.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[PelicanPilot's solution](#)

26.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[PelicanPilot's solution](#)

27.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[PelicanPilot's solution](#)

28.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[PelicanPilot's solution](#)

29.

2205C

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

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PelicanPilot's solution](#)

30.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[PelicanPilot's solution](#)

31.

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[PelicanPilot's solution](#)

32.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[PelicanPilot's solution](#)

33.

2199C

[Minesweeper · Tutorial](#)

Quality: 412 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[PelicanPilot's solution](#)

34.

2147D

[Game on Array · Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[PelicanPilot's solution](#)

35.

2089A

[Simple Permutation · Tutorial](#)

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[PelicanPilot's solution](#)

36.

2205D

[Simons and Beating Peaks · Tutorial](#)

Quality: 4,920 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

[PelicanPilot's solution](#)

37.

2203D

[Divisibility Game · Tutorial](#)

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[PelicanPilot's solution](#)

38.

2202D

[Recollect Numbers · Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[PelicanPilot's solution](#)

39.

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

[PelicanPilot's solution](#)

40.

2218G

[The 67th Iteration of "Counting is Fun" · Tutorial](#)

Quality: 3,616 global accepts · Rating: 1800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[PelicanPilot's solution](#)

41.

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[PelicanPilot's solution](#)

42.

2211C2

[Equal Multisets \(Hard Version\) · Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[PelicanPilot's solution](#)

43.

2199D

[Two Arrays · Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math
[PelicanPilot's solution](#)

44.

2192D

[Cost of Tree · Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[PelicanPilot's solution](#)

45.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[PelicanPilot's solution](#)

46.

2211D

[AND-array · Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[PelicanPilot's solution](#)

47.

2200F

[Mooclear Reactor 2 · Tutorial](#)

Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[PelicanPilot's solution](#)

48.

2199F

[Self-Produced Sequences · Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, math
[PelicanPilot's solution](#)

49.

2202E

[Rigged Bracket Sequence · Tutorial](#)

Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: dp
[PelicanPilot's solution](#)

50.

1389D

[Segment Intersections · Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[PelicanPilot's solution](#)

51.

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[PelicanPilot's solution](#)

52.

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[PelicanPilot's solution](#)

53.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, binary search, greedy
[PelicanPilot's solution](#)

54.

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
[PelicanPilot's solution](#)

55.

2192E

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

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[PelicanPilot's solution](#)

56.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[PelicanPilot's solution](#)

57.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[PelicanPilot's solution](#)

58.

2207D

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

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[PelicanPilot's solution](#)

59.

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
[PelicanPilot's solution](#)

60.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory
[PelicanPilot's solution](#)

61.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[PelicanPilot's solution](#)

62.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[PelicanPilot's solution](#)

63.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[PelicanPilot's solution](#)

64.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[PelicanPilot's solution](#)

65.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[PelicanPilot's solution](#)

66.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[PelicanPilot's solution](#)

67.

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[PelicanPilot's solution](#)

68.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[PelicanPilot's solution](#)

69.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[PelicanPilot's solution](#)

70.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[PelicanPilot's solution](#)

71.

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

[PelicanPilot's solution](#)

72.

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

[PelicanPilot's solution](#)

73.

96E

[Horse Races](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[PelicanPilot's solution](#)

74.

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

[PelicanPilot's solution](#)

75.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[PelicanPilot's solution](#)

76.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[PelicanPilot's solution](#)

77.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 2700 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[PelicanPilot's solution](#)

78.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[PelicanPilot's solution](#)

79.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[PelicanPilot's solution](#)

80.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[PelicanPilot's solution](#)

81.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[PelicanPilot's solution](#)

82.

2202G2

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

Rating: 2800 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[PelicanPilot's solution](#)

83.

2115D

[Gellyfish and Forget-Me-Not · Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[PelicanPilot's solution](#)

84.

1510C

[Cactus Not Enough · Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[PelicanPilot's solution](#)

85.

2211G

[Rational Bubble Sort · Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[PelicanPilot's solution](#)

86.

2201E

[ABBA Counting · Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[PelicanPilot's solution](#)

87.

2192F

[Fish Fight · Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[PelicanPilot's solution](#)

88.

2140F

[Sum Minimisation · Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[PelicanPilot's solution](#)

89.

2199I

[Strange Process · Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[PelicanPilot's solution](#)

90.

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

[PelicanPilot's solution](#)

91.

2194F2

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

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[PelicanPilot's solution](#)

- 92.**
2147G
[Modular Tetration](#) · [Tutorial](#)
Quality: 359 global accepts · Rating: 3100 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[PelicanPilot's solution](#)
- 93.**
2089C2
[Key of Like \(Hard Version\)](#) · [Tutorial](#)
Quality: 260 global accepts · Rating: 3100 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[PelicanPilot's solution](#)
- 94.**
2097E
[Clearing the Snowdrift](#) · [Tutorial](#)
Quality: 277 global accepts · Rating: 3100 · first AC: 2026-04-21 · last AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[PelicanPilot's solution](#)
- 95.**
2101E
[Kia Bakes a Cake](#) · [Tutorial](#)
Quality: 273 global accepts · Rating: 3100 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[PelicanPilot's solution](#)
- 96.**
2207G
[Toothless](#) · [Tutorial](#)
Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[PelicanPilot's solution](#)
- 97.**
2211H
[Median Deletion](#) · [Tutorial](#)
Quality: 100 global accepts · Rating: 3500 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[PelicanPilot's solution](#)
- 98.**
2225E
[Covering Points with Circles](#) · [Tutorial](#)
Quality: 1,101 global accepts · Rating: — · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math
[PelicanPilot's solution](#)
- 99.**
2225D
[Exceptional Segments](#) · [Tutorial](#)
Quality: 6,600 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math
[PelicanPilot's solution](#)
- 100.**
2225C
[Red-Black Pairs](#) · [Tutorial](#)
Quality: 11,320 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[PelicanPilot's solution](#)
- 101.**
2225B
[Alternating String](#) · [Tutorial](#)
Quality: 14,126 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[PelicanPilot's solution](#)
- 102.**
2225A
[A Number Between Two Others](#) · [Tutorial](#)
Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[PelicanPilot's solution](#)

103.

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[PelicanPilot's solution](#)

104.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[PelicanPilot's solution](#)

105.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[PelicanPilot's solution](#)

106.

2222D

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

Quality: 3,180 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[PelicanPilot's solution](#)

107.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[PelicanPilot's solution](#)

108.

2222B

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

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[PelicanPilot's solution](#)

109.

2222A

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

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[PelicanPilot's solution](#)

110.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[PelicanPilot's solution](#)

111.

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

[PelicanPilot's solution](#)

112.

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

[PelicanPilot's solution](#)

113.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[PelicanPilot's solution](#)