

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

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# Unique solved — Robrob09

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

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Count: 80

- 1.**  
2211A  
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Quality: 16,067 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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- 2.**  
2207A  
[1-1](#) · [Tutorial](#)  
Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[Robrob09's solution](#)
- 3.**  
2205A  
[Simons and Making It Beautiful](#) · [Tutorial](#)  
Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[Robrob09's solution](#)
- 4.**  
2205B  
[Simons and Cakes for Success](#) · [Tutorial](#)  
Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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- 5.**  
2203A  
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Quality: 17,982 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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- 6.**  
2202A  
[Parkour Design](#) · [Tutorial](#)  
Quality: 16,353 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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- 7.**  
2192A  
[String Rotation Game](#) · [Tutorial](#)  
Quality: 17,909 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings  
[Robrob09's solution](#)
- 8.**  
2197A  
[Friendly Numbers](#) · [Tutorial](#)  
Quality: 22,856 global accepts · Rating: 800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules  
[Robrob09's solution](#)
- 9.**  
2194A  
[Lawn Mower](#) · [Tutorial](#)  
Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
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**10.**

2188A

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

Quality: 25,905 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
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**11.**

2193B

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

Quality: 30,115 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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**12.**

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,649 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
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**13.**

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**14.**

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,779 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
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**15.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
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**16.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**17.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**18.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
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**19.**

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-25 · PyPy 3 (first AC) · Tags: constructive algorithms, math  
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**20.**

1352A

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

Quality: 104,113 global accepts · Rating: 800 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: implementation, math  
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**21.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,297 global accepts · Rating: 800 · first AC: 2019-12-28 · Python 3 (first AC) · Tags: math

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**22.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,700 global accepts · Rating: 800 · first AC: 2019-12-14 · Python 3 (first AC) · Tags: greedy, math

[Robrob09's solution](#)

**23.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,801 global accepts · Rating: 800 · first AC: 2019-12-14 · Python 3 (first AC) · Tags: brute force, math

[Robrob09's solution](#)

**24.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,237 global accepts · Rating: 800 · first AC: 2019-09-06 · Python 3 (first AC) · Tags: strings

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**25.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: math

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**26.**

2203B

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

Quality: 14,288 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

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**27.**

2192B

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

Quality: 14,548 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

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**28.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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**29.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**30.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,716 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

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**31.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

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**32.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · Python 3 (first AC) · Tags: math

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**33.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,193 global accepts · Rating: 1000 · first AC: 2019-09-06 · Python 3 (first AC) · Tags: math

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**34.**

2211B

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

Quality: 11,621 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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**35.**

2197B

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

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**36.**

2193D

[Monster Game](#) · [Tutorial](#)

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**37.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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**38.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,773 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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**39.**

2202B

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

Quality: 11,143 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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**40.**

2197C

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

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**41.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,310 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Robrob09's solution](#)

**42.**

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Robrob09's solution](#)

**43.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: constructive algorithms, math

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**44.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: binary search, math

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**45.**

2211C1

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

Quality: 9,107 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

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**46.**

2202C1

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

Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy

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**47.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

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**48.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Robrob09's solution](#)

**49.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,201 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

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**50.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Robrob09's solution](#)

**51.**

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**52.**

2205C

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

Quality: 7,730 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**53.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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**54.**

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

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**55.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

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**56.**

2197D

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

Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

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**57.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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**58.**

2193F

[Pizza Delivery](#) · [Tutorial](#)

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**59.**

722C

[Destroying Array](#) · [Tutorial](#)

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**60.**

2205D

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

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**61.**

2203D

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

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**62.**

2202C2

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

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[Robrob09's solution](#)

**63.**

2202D

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

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

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**64.**

2211C2

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

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[Robrob09's solution](#)

**65.**

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[Robrob09's solution](#)

**66.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Robrob09's solution](#)

**67.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,584 global accepts · Rating: 1800 · first AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Robrob09's solution](#)

**68.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Robrob09's solution](#)

**69.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Robrob09's solution](#)

**70.**

2202E

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

Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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**71.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

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**72.**

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Robrob09's solution](#)

**73.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Robrob09's solution](#)

**74.**

2192E

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

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

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**75.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

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**76.**

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Robrob09's solution](#)

**77.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Robrob09's solution](#)

**78.**

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Robrob09's solution](#)

**79.**

2203F

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

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Robrob09's solution](#)

**80.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Robrob09's solution](#)