

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

<https://cfelitetracker.vercel.app>

# Unique solved — darkmatter\_druid

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

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

Filters: none

Count: 51

1.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[darkmatter\\_druid's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)  
[darkmatter\\_druid's solution](#)

3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)  
[darkmatter\\_druid's solution](#)

4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,123 global accepts · Rating: 800 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)  
[darkmatter\\_druid's solution](#)

5.

2205B

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

Quality: 16,169 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)  
[darkmatter\\_druid's solution](#)

6.

2205A

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

Quality: 17,296 global accepts · Rating: 800 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[darkmatter\\_druid's solution](#)

7.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,983 global accepts · Rating: 800 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)  
[darkmatter\\_druid's solution](#)

8.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [strings](#)  
[darkmatter\\_druid's solution](#)

9.

2203B

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

Quality: 14,289 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [dp](#), [fft](#), [greedy](#), [math](#)  
[darkmatter\\_druid's solution](#)

10.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings  
[darkmatter\\_druid's solution](#)

**11.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[darkmatter\\_druid's solution](#)

**12.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[darkmatter\\_druid's solution](#)

**13.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[darkmatter\\_druid's solution](#)

**14.**

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2026-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory  
[darkmatter\\_druid's solution](#)

**15.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices  
[darkmatter\\_druid's solution](#)

**16.**

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,065 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, number theory  
[darkmatter\\_druid's solution](#)

**17.**

2205C

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

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[darkmatter\\_druid's solution](#)

**18.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, math  
[darkmatter\\_druid's solution](#)

**19.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[darkmatter\\_druid's solution](#)

**20.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[darkmatter\\_druid's solution](#)

**21.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2026-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[darkmatter\\_druid's solution](#)

**22.**

2207B

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

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[darkmatter\\_druid's solution](#)

**23.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[darkmatter\\_druid's solution](#)

**24.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[darkmatter\\_druid's solution](#)

**25.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[darkmatter\\_druid's solution](#)

**26.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[darkmatter\\_druid's solution](#)

**27.**

2205D

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

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[darkmatter\\_druid's solution](#)

**28.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, number theory

[darkmatter\\_druid's solution](#)

**29.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[darkmatter\\_druid's solution](#)

**30.**

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy

[darkmatter\\_druid's solution](#)

**31.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[darkmatter\\_druid's solution](#)

- 32.**  
1517D  
[Explorer Space](#) · [Tutorial](#)  
Quality: 9,242 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[darkmatter\\_druid's solution](#)
- 33.**  
2208D1  
[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)  
Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[darkmatter\\_druid's solution](#)
- 34.**  
1036C  
[Classy Numbers](#) · [Tutorial](#)  
Quality: 13,376 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[darkmatter\\_druid's solution](#)
- 35.**  
19B  
[Checkout Assistant](#) · [Tutorial](#)  
Quality: 5,823 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[darkmatter\\_druid's solution](#)
- 36.**  
1000D  
[Yet Another Problem On a Subsequence](#) · [Tutorial](#)  
Quality: 5,044 global accepts · Rating: 1900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[darkmatter\\_druid's solution](#)
- 37.**  
1799D1  
[Hot Start Up \(easy version\)](#) · [Tutorial](#)  
Quality: 5,804 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[darkmatter\\_druid's solution](#)
- 38.**  
2200F  
[Moclear Reactor 2](#) · [Tutorial](#)  
Quality: 2,889 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[darkmatter\\_druid's solution](#)
- 39.**  
940E  
[Cashback](#) · [Tutorial](#)  
Quality: 4,392 global accepts · Rating: 2000 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[darkmatter\\_druid's solution](#)
- 40.**  
2207E1  
[N-MEX \(Constructive Version\)](#) · [Tutorial](#)  
Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[darkmatter\\_druid's solution](#)
- 41.**  
2205E  
[Simons and Dividing the Rhythm](#) · [Tutorial](#)  
Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings  
[darkmatter\\_druid's solution](#)
- 42.**  
2208D2  
[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[darkmatter\\_druid's solution](#)

**43.**

2207D

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

Quality: 2,111 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

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**44.**

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[darkmatter\\_druid's solution](#)

**45.**

2203E

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

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[darkmatter\\_druid's solution](#)

**46.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[darkmatter\\_druid's solution](#)

**47.**

2205F

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

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[darkmatter\\_druid's solution](#)

**48.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[darkmatter\\_druid's solution](#)

**49.**

2203F

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

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[darkmatter\\_druid's solution](#)

**50.**

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

[darkmatter\\_druid's solution](#)

**51.**

2205G

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

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

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