

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

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# Unique solved — kishanreddy1230

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

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

Filters: none

Count: 98

1.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,977 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math

[kishanreddy1230's solution](#)

2.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,733 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[kishanreddy1230's solution](#)

3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-21 · last AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[kishanreddy1230's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[kishanreddy1230's solution](#)

5.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,758 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[kishanreddy1230's solution](#)

6.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[kishanreddy1230's solution](#)

7.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[kishanreddy1230's solution](#)

8.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[kishanreddy1230's solution](#)

9.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[kishanreddy1230's solution](#)

**10.**

1999A

[A+B Again? · Tutorial](#)

Quality: 83,958 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[kishanreddy1230's solution](#)

**11.**

1998A

[Find K Distinct Points with Fixed Center · Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[kishanreddy1230's solution](#)

**12.**

2108A

[Permutation Warm-Up · Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math  
[kishanreddy1230's solution](#)

**13.**

2107A

[LRC and VIP · Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[kishanreddy1230's solution](#)

**14.**

2207A

[1-1 · Tutorial](#)

Quality: 13,689 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[kishanreddy1230's solution](#)

**15.**

2143A

[All Lengths Subtraction · Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers  
[kishanreddy1230's solution](#)

**16.**

2146A

[Equal Occurrences · Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[kishanreddy1230's solution](#)

**17.**

2193B

[Reverse a Permutation · Tutorial](#)

Quality: 30,123 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[kishanreddy1230's solution](#)

**18.**

2200B

[Deletion Sort · Tutorial](#)

Quality: 25,493 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings  
[kishanreddy1230's solution](#)

**19.**

2200A

[Eating Game · Tutorial](#)

Quality: 28,151 global accepts · Rating: 800 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[kishanreddy1230's solution](#)

**20.**

2205B

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

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[kishanreddy1230's solution](#)

**21.**

2205A

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

Quality: 17,314 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[kishanreddy1230's solution](#)

**22.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,287 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[kishanreddy1230's solution](#)

**23.**

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[kishanreddy1230's solution](#)

**24.**

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[kishanreddy1230's solution](#)

**25.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[kishanreddy1230's solution](#)

**26.**

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[kishanreddy1230's solution](#)

**27.**

2188A

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

Quality: 25,917 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[kishanreddy1230's solution](#)

**28.**

2192A

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

Quality: 17,922 global accepts · Rating: 800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[kishanreddy1230's solution](#)

**29.**

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[kishanreddy1230's solution](#)

**30.**

2195A

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

Quality: 35,469 global accepts · Rating: 800 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[kishanreddy1230's solution](#)

**31.**

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 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

[kishanreddy1230's solution](#)

**32.**

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[kishanreddy1230's solution](#)

**33.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[kishanreddy1230's solution](#)

**34.**

2162A

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

Quality: 41,600 global accepts · Rating: 800 · first AC: 2025-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[kishanreddy1230's solution](#)

**35.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,439 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[kishanreddy1230's solution](#)

**36.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[kishanreddy1230's solution](#)

**37.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[kishanreddy1230's solution](#)

**38.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[kishanreddy1230's solution](#)

**39.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,738 global accepts · Rating: 900 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[kishanreddy1230's solution](#)

**40.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,868 global accepts · Rating: 900 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[kishanreddy1230's solution](#)

**41.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[kishanreddy1230's solution](#)

**42.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,413 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[kishanreddy1230's solution](#)

**43.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[kishanreddy1230's solution](#)

**44.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[kishanreddy1230's solution](#)

**45.**

2203B

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

Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[kishanreddy1230's solution](#)

**46.**

2192B

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

Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, strings

[kishanreddy1230's solution](#)

**47.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[kishanreddy1230's solution](#)

**48.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[kishanreddy1230's solution](#)

**49.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[kishanreddy1230's solution](#)

**50.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[kishanreddy1230's solution](#)

**51.**

2195C

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

Quality: 20,541 global accepts · Rating: 1100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[kishanreddy1230's solution](#)

**52.**

2197B

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

Quality: 15,903 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, schedules, sortings, two pointers

[kishanreddy1230's solution](#)

**53.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[kishanreddy1230's solution](#)

**54.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[kishanreddy1230's solution](#)

**55.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[kishanreddy1230's solution](#)

**56.**

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[kishanreddy1230's solution](#)

**57.**

2197C

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

Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[kishanreddy1230's solution](#)

**58.**

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[kishanreddy1230's solution](#)

**59.**

1999E

[Triple Operations](#) · [Tutorial](#)

Quality: 23,623 global accepts · Rating: 1300 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math

[kishanreddy1230's solution](#)

**60.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[kishanreddy1230's solution](#)

**61.**

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

[kishanreddy1230's solution](#)

**62.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,021 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math  
[kishanreddy1230's solution](#)

**63.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[kishanreddy1230's solution](#)

**64.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 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  
[kishanreddy1230's solution](#)

**65.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[kishanreddy1230's solution](#)

**66.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math  
[kishanreddy1230's solution](#)

**67.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math  
[kishanreddy1230's solution](#)

**68.**

2205C

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

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[kishanreddy1230's solution](#)

**69.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math  
[kishanreddy1230's solution](#)

**70.**

2207C

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

Quality: 5,454 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  
[kishanreddy1230's solution](#)

**71.**

2207B

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

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[kishanreddy1230's solution](#)

**72.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[kishanreddy1230's solution](#)

**73.**

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

[kishanreddy1230's solution](#)

**74.**

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[kishanreddy1230's solution](#)

**75.**

2205D

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

Quality: 4,923 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[kishanreddy1230's solution](#)

**76.**

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[kishanreddy1230's solution](#)

**77.**

2202D

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

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

[kishanreddy1230's solution](#)

**78.**

2202C2

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

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy

[kishanreddy1230's solution](#)

**79.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[kishanreddy1230's solution](#)

**80.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[kishanreddy1230's solution](#)

**81.**

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[kishanreddy1230's solution](#)

**82.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[kishanreddy1230's solution](#)

**83.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[kishanreddy1230's solution](#)

**84.**

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

[kishanreddy1230's solution](#)

**85.**

2202E

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

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

[kishanreddy1230's solution](#)

**86.**

2194E

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

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[kishanreddy1230's solution](#)

**87.**

2192E

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

Quality: 2,083 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

[kishanreddy1230's solution](#)

**88.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[kishanreddy1230's solution](#)

**89.**

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[kishanreddy1230's solution](#)

**90.**

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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**91.**

2203E

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**92.**

2194F1

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**93.**

2205F

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**94.**

2204G

[Grid Path](#) · [Tutorial](#)

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**95.**

2214D

[Neural Feud](#) · [Tutorial](#)

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**96.**

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, bitmasks

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**97.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[kishanreddy1230's solution](#)

**98.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation

[kishanreddy1230's solution](#)