

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

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Unique solved — onlyfanz

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

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

Filters: none

Count: 107

- 1.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,434 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[onlyfanz's solution](#)
- 2.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,680 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[onlyfanz's solution](#)
- 3.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 34,920 global accepts · Rating: 800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, implementation, math
[onlyfanz's solution](#)
- 4.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,241 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[onlyfanz's solution](#)
- 5.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,076 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[onlyfanz's solution](#)
- 6.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[onlyfanz's solution](#)
- 7.**
2194A
[Lawn Mower](#) · [Tutorial](#)
Quality: 23,836 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[onlyfanz's solution](#)
- 8.**
2188A
[Divisible Permutation](#) · [Tutorial](#)
Quality: 25,907 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[onlyfanz's solution](#)
- 9.**
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
[onlyfanz's solution](#)

10.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,708 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[onlyfanz's solution](#)

11.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,090 global accepts · Rating: 800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[onlyfanz's solution](#)

12.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,782 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[onlyfanz's solution](#)

13.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,086 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[onlyfanz's solution](#)

14.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,671 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[onlyfanz's solution](#)

15.

2210B

[Simply Sitting on Chairs](#) · [Tutorial](#)

Quality: 17,549 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[onlyfanz's solution](#)

16.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,987 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[onlyfanz's solution](#)

17.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[onlyfanz's solution](#)

18.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,015 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[onlyfanz's solution](#)

19.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,910 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[onlyfanz's solution](#)

20.

2218D

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

Quality: 18,420 global accepts · Rating: 1100 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math, number theory

[onlyfanz's solution](#)

21.

2211B

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

Quality: 11,631 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[onlyfanz's solution](#)

22.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[onlyfanz's solution](#)

23.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,857 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[onlyfanz's solution](#)

24.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[onlyfanz's solution](#)

25.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[onlyfanz's solution](#)

26.

2218E

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

Quality: 14,081 global accepts · Rating: 1200 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force

[onlyfanz's solution](#)

27.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,815 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[onlyfanz's solution](#)

28.

2189B

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

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[onlyfanz's solution](#)

29.

2191C

[Sorting Game](#) · [Tutorial](#)

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

[onlyfanz's solution](#)

30.

2211C1

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

Quality: 9,111 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
[onlyfanz's solution](#)

31.

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
[onlyfanz's solution](#)

32.

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[onlyfanz's solution](#)

33.

2189C1

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

Quality: 13,900 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[onlyfanz's solution](#)

34.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[onlyfanz's solution](#)

35.

2218F

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

Quality: 7,274 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees
[onlyfanz's solution](#)

36.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[onlyfanz's solution](#)

37.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[onlyfanz's solution](#)

38.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[onlyfanz's solution](#)

39.

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
[onlyfanz's solution](#)

40.

2207B

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

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[onlyfanz's solution](#)

41.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[onlyfanz's solution](#)

42.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[onlyfanz's solution](#)

43.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[onlyfanz's solution](#)

44.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation
[onlyfanz's solution](#)

45.

2218G

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

Quality: 3,623 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[onlyfanz's solution](#)

46.

2211C2

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

Quality: 3,678 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy
[onlyfanz's solution](#)

47.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[onlyfanz's solution](#)

48.

2189C2

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

Quality: 6,210 global accepts · Rating: 1800 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[onlyfanz's solution](#)

49.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math
[onlyfanz's solution](#)

50.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[onlyfanz's solution](#)

51.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,900 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[onlyfanz's solution](#)

52.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[onlyfanz's solution](#)

53.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[onlyfanz's solution](#)

54.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[onlyfanz's solution](#)

55.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[onlyfanz's solution](#)

56.

2215B

[RReeppettiittiioonn](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[onlyfanz's solution](#)

57.

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

[onlyfanz's solution](#)

58.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[onlyfanz's solution](#)

59.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[onlyfanz's solution](#)

60.

2207E1

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

Quality: 1,664 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[onlyfanz's solution](#)

61.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2026-01-31 · last AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[onlyfanz's solution](#)

62.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[onlyfanz's solution](#)

63.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[onlyfanz's solution](#)

64.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[onlyfanz's solution](#)

65.

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

[onlyfanz's solution](#)

66.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[onlyfanz's solution](#)

67.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[onlyfanz's solution](#)

68.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[onlyfanz's solution](#)

69.

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

[onlyfanz's solution](#)

70.

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

[onlyfanz's solution](#)

71.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[onlyfanz's solution](#)

72.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[onlyfanz's solution](#)

73.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[onlyfanz's solution](#)

74.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[onlyfanz's solution](#)

75.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2026-02-02 · last AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[onlyfanz's solution](#)

76.

2188F

[Cool Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-01-30 · last AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[onlyfanz's solution](#)

77.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[onlyfanz's solution](#)

78.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[onlyfanz's solution](#)

79.

2227G

[Drowning](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math

[onlyfanz's solution](#)

80.

2227F

[It Just Keeps Going Sideways](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[onlyfanz's solution](#)

81.

2227E

[It All Went Sideways](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[onlyfanz's solution](#)

82.

2227D

[Palindromex](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[onlyfanz's solution](#)

83.

2227C

[Snowfall](#) · [Tutorial](#)

Quality: 15,162 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[onlyfanz's solution](#)

84.

2227B

[Party Monster](#) · [Tutorial](#)

Quality: 18,179 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[onlyfanz's solution](#)

85.

2227A

[Koshary](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[onlyfanz's solution](#)

86.

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,199 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[onlyfanz's solution](#)

87.

2226F

[Inversion Invasion](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[onlyfanz's solution](#)

88.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[onlyfanz's solution](#)

89.

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,507 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[onlyfanz's solution](#)

90.

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,021 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[onlyfanz's solution](#)

91.

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,135 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[onlyfanz's solution](#)

92.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[onlyfanz's solution](#)

93.

2222D

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

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94.

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95.

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96.

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97.

2225F

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98.

2225E

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99.

2225D

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100.

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101.

2225B

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102.

2225A

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103.

2219D

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104.

2219C

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105.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

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106.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
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107.

2219A

[Grid L](#) · [Tutorial](#)

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