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Unique solved — root power 6

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

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

Filters: none

Count: 97

1.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-02-18 · Rust 2021 (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[root_power_6's solution](#)

2.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,384 global accepts · Rating: 800 · first AC: 2023-02-03 · Rust 2021 (first AC) · Tags: [constructive algorithms](#), [math](#)
[root_power_6's solution](#)

3.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-09-04 · Rust (first AC) · Tags: [greedy](#), [math](#)
[root_power_6's solution](#)

4.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,360 global accepts · Rating: 800 · first AC: 2021-07-25 · Rust (first AC) · Tags: [greedy](#), [math](#)
[root_power_6's solution](#)

5.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)
[root_power_6's solution](#)

6.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [math](#)
[root_power_6's solution](#)

7.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)
[root_power_6's solution](#)

8.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#), [math](#)
[root_power_6's solution](#)

9.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-11 · Rust (first AC) · Tags: [combinatorics](#), [greedy](#), [math](#)
[root_power_6's solution](#)

10.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,960 global accepts · Rating: 900 · first AC: 2021-07-11 · Rust (first AC) · Tags: greedy, math, number theory
[root_power_6's solution](#)

11.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: greedy, sortings
[root_power_6's solution](#)

12.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[root_power_6's solution](#)

13.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,978 global accepts · Rating: 1100 · first AC: 2023-02-18 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory
[root_power_6's solution](#)

14.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: greedy, math, number theory
[root_power_6's solution](#)

15.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[root_power_6's solution](#)

16.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[root_power_6's solution](#)

17.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,820 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[root_power_6's solution](#)

18.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[root_power_6's solution](#)

19.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[root_power_6's solution](#)

20.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[root_power_6's solution](#)

21.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[root_power_6's solution](#)

22.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · Rust (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[root_power_6's solution](#)

23.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[root_power_6's solution](#)

24.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[root_power_6's solution](#)

25.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[root_power_6's solution](#)

26.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,724 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[root_power_6's solution](#)

27.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[root_power_6's solution](#)

28.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[root_power_6's solution](#)

29.

1368B

[Codeforces Subsequences](#) · [Tutorial](#)

Quality: 21,441 global accepts · Rating: 1500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[root_power_6's solution](#)

30.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

implementation

[root_power_6's solution](#)

31.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[root_power_6's solution](#)

32.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[root_power_6's solution](#)

33.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[root_power_6's solution](#)

34.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[root_power_6's solution](#)

35.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[root_power_6's solution](#)

36.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[root_power_6's solution](#)

37.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[root_power_6's solution](#)

38.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[root_power_6's solution](#)

39.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[root_power_6's solution](#)

40.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,665 global accepts · Rating: 1700 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[root_power_6's solution](#)

41.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[root_power_6's solution](#)

42.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[root_power_6's solution](#)

43.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[root_power_6's solution](#)

44.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[root_power_6's solution](#)

45.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[root_power_6's solution](#)

46.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-18 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[root_power_6's solution](#)

47.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[root_power_6's solution](#)

48.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[root_power_6's solution](#)

49.

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[root_power_6's solution](#)

50.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[root_power_6's solution](#)

51.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,942 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[root_power_6's solution](#)

52.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[root_power_6's solution](#)

53.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[root_power_6's solution](#)

54.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[root_power_6's solution](#)

55.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · Rust 2021 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[root_power_6's solution](#)

56.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[root_power_6's solution](#)

57.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[root_power_6's solution](#)

58.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[root_power_6's solution](#)

59.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[root_power_6's solution](#)

60.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[root_power_6's solution](#)

61.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[root_power_6's solution](#)

62.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[root_power_6's solution](#)

63.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[root_power_6's solution](#)

64.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[root_power_6's solution](#)

65.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[root_power_6's solution](#)

66.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[root_power_6's solution](#)

67.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[root_power_6's solution](#)

68.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[root_power_6's solution](#)

69.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[root_power_6's solution](#)

70.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[root_power_6's solution](#)

71.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-18 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[root_power_6's solution](#)

72.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[root_power_6's solution](#)

73.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[root_power_6's solution](#)

74.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[root_power_6's solution](#)

75.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[root_power_6's solution](#)

76.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[root_power_6's solution](#)

77.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[root_power_6's solution](#)

78.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[root_power_6's solution](#)

79.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[root_power_6's solution](#)

80.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[root_power_6's solution](#)

81.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[root_power_6's solution](#)

82.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[root_power_6's solution](#)

83.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[root_power_6's solution](#)

84.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[root_power_6's solution](#)

85.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
[root_power_6's solution](#)

86.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[root_power_6's solution](#)

87.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[root_power_6's solution](#)

88.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[root_power_6's solution](#)

89.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[root_power_6's solution](#)

90.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[root_power_6's solution](#)

91.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees
[root_power_6's solution](#)

92.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[root_power_6's solution](#)

93.

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings
[root_power_6's solution](#)

94.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[root_power_6's solution](#)

95.

2222B

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

Quality: 7,283 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[root_power_6's solution](#)

96.

2222A

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

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