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Unique solved — 2sqrt3

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

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Filters: none

Count: 38

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,732 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[2sqrt3's solution](#)
- 2.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 17,971 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[2sqrt3's solution](#)
- 3.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[2sqrt3's solution](#)
- 4.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,436 global accepts · Rating: 800 · first AC: 2025-12-29 · last AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[2sqrt3's solution](#)
- 5.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,324 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[2sqrt3's solution](#)
- 6.**
2217B
[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)
Quality: 16,031 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[2sqrt3's solution](#)
- 7.**
2203B
[Beautiful Numbers](#) · [Tutorial](#)
Quality: 14,282 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[2sqrt3's solution](#)
- 8.**
2189B
[The Curse of the Frog](#) · [Tutorial](#)
Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[2sqrt3's solution](#)
- 9.**
2182C
[Production of Snowmen](#) · [Tutorial](#)
Quality: 15,510 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics,

dp

[2sqrt3's solution](#)

10.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,412 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[2sqrt3's solution](#)

11.

2189C1

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

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[2sqrt3's solution](#)

12.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[2sqrt3's solution](#)

13.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[2sqrt3's solution](#)

14.

2203D

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

Quality: 5,429 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[2sqrt3's solution](#)

15.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[2sqrt3's solution](#)

16.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[2sqrt3's solution](#)

17.

2189D1

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

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[2sqrt3's solution](#)

18.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[2sqrt3's solution](#)

19.

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

[2sqrt3's solution](#)

20.

2217F

[Interval Game · Tutorial](#)

Quality: 702 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[2sqrt3's solution](#)

21.

2182F1

[Christmas Reindeer \(easy version\) · Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[2sqrt3's solution](#)

22.

2217G

[Down the Pivot · Tutorial](#)

Quality: 347 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[2sqrt3's solution](#)

23.

2222F

[Building Tree · Tutorial](#)

Quality: 568 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[2sqrt3's solution](#)

24.

2222E

[Seek the Truth · Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[2sqrt3's solution](#)

25.

2222C

[Median Partition · Tutorial](#)

Quality: 4,755 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[2sqrt3's solution](#)

26.

2222D

[Permutation Construction · Tutorial](#)

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[2sqrt3's solution](#)

27.

2222B

[Artistic Balance Tree · Tutorial](#)

Quality: 7,257 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[2sqrt3's solution](#)

28.

2222A

[A Wonderful Contest · Tutorial](#)

Quality: 9,964 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[2sqrt3's solution](#)

29.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,594 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math
[2sqrt3's solution](#)

30.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,299 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[2sqrt3's solution](#)

31.

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[2sqrt3's solution](#)

32.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[2sqrt3's solution](#)

33.

2219B2

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

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[2sqrt3's solution](#)

34.

2219B1

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

Quality: 3,595 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[2sqrt3's solution](#)

35.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,973 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[2sqrt3's solution](#)

36.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[2sqrt3's solution](#)

37.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[2sqrt3's solution](#)

38.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths
[2sqrt3's solution](#)