

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

<https://cfelitetracker.vercel.app>

# Unique solved — A10ne

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

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

Filters: none

Count: 63

1.

2210A

[A Simple Sequence](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[A10ne's solution](#)

2.

2211A

[Antimedial Deletion](#) · [Tutorial](#)

Quality: 16,082 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[A10ne's solution](#)

3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,507 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[A10ne's solution](#)

4.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,235 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[A10ne's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,685 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[A10ne's solution](#)

6.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[A10ne's solution](#)

7.

2210B

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

Quality: 17,554 global accepts · Rating: 900 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[A10ne's solution](#)

8.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[A10ne's solution](#)

9.

2211B

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

Quality: 11,634 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[A10ne's solution](#)

**10.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,678 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

[A10ne's solution](#)

**11.**

2210C1

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

Quality: 12,816 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[A10ne's solution](#)

**12.**

2202B

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

Quality: 11,148 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[A10ne's solution](#)

**13.**

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

[A10ne's solution](#)

**14.**

2208C

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

Quality: 11,103 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[A10ne's solution](#)

**15.**

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

[A10ne's solution](#)

**16.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,648 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[A10ne's solution](#)

**17.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[A10ne's solution](#)

**18.**

2207B

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

Quality: 5,813 global accepts · Rating: 1600 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[A10ne's solution](#)

**19.**

2211C2

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

Quality: 3,679 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[A10ne's solution](#)

**20.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,324 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[A10ne's solution](#)

**21.**

2208D1

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

Quality: 4,205 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

[A10ne's solution](#)

**22.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math

[A10ne's solution](#)

**23.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,901 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[A10ne's solution](#)

**24.**

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory

[A10ne's solution](#)

**25.**

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

[A10ne's solution](#)

**26.**

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[A10ne's solution](#)

**27.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[A10ne's solution](#)

**28.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[A10ne's solution](#)

**29.**

2208D2

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

Quality: 1,836 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[A10ne's solution](#)

**30.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[A10ne's solution](#)

**31.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[A10ne's solution](#)

**32.**

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

[A10ne's solution](#)

**33.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[A10ne's solution](#)

**34.**

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, trees

[A10ne's solution](#)

**35.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory

[A10ne's solution](#)

**36.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[A10ne's solution](#)

**37.**

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[A10ne's solution](#)

**38.**

2223F

[Zhily and Colorful Strings](#) · [Tutorial](#)

Quality: 11 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[A10ne's solution](#)

**39.**

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[A10ne's solution](#)

40.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[A10ne's solution](#)

41.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[A10ne's solution](#)

42.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[A10ne's solution](#)

43.

2226B

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

Quality: 10,043 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[A10ne's solution](#)

44.

2226A

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

Quality: 11,162 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[A10ne's solution](#)

45.

2226D

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

Quality: 2,210 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[A10ne's solution](#)

46.

2226E

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

Quality: 728 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[A10ne's solution](#)

47.

2226C

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

Quality: 5,523 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

[A10ne's solution](#)

48.

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

[A10ne's solution](#)

49.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[A10ne's solution](#)

**50.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[A10ne's solution](#)

**51.**

2225A

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

Quality: 17,697 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[A10ne's solution](#)

**52.**

2225B

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

Quality: 14,158 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[A10ne's solution](#)

**53.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[A10ne's solution](#)

**54.**

2225D

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

Quality: 6,622 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[A10ne's solution](#)

**55.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,103 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[A10ne's solution](#)

**56.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[A10ne's solution](#)

**57.**

100633J

[Ceizenpok's formula](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[A10ne's solution](#)

**58.**

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[A10ne's solution](#)

**59.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[A10ne's solution](#)

## 60.

2219C

### [Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[A10ne's solution](#)

## 61.

2219B2

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

Quality: 3,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[A10ne's solution](#)

## 62.

2219B1

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

Quality: 3,606 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

[A10ne's solution](#)

## 63.

2219A

### [Grid L](#) · [Tutorial](#)

Quality: 8,995 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[A10ne's solution](#)