

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

<https://cfelitetracker.vercel.app>

Unique solved — A fan of zhoukangyang

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

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

Filters: none

Count: 58

1.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings

[A fan of zhoukangyang's solution](#)

2.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[A fan of zhoukangyang's solution](#)

3.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[A fan of zhoukangyang's solution](#)

4.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[A fan of zhoukangyang's solution](#)

5.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[A fan of zhoukangyang's solution](#)

6.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[A fan of zhoukangyang's solution](#)

7.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[A fan of zhoukangyang's solution](#)

8.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[A fan of zhoukangyang's solution](#)

9.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[A fan of zhoukangyang's solution](#)

10.

1476A

[K-divisible Sum](#) · Tutorial

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[A fan of zhoukangyang's solution](#)

11.

1474B

[Different Divisors](#) · Tutorial

Quality: 40,324 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[A fan of zhoukangyang's solution](#)

12.

1473B

[String LCM](#) · Tutorial

Quality: 35,092 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[A fan of zhoukangyang's solution](#)

13.

1469B

[Red and Blue](#) · Tutorial

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[A fan of zhoukangyang's solution](#)

14.

1469A

[Regular Bracket Sequence](#) · Tutorial

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[A fan of zhoukangyang's solution](#)

15.

1066A

[Vova and Train](#) · Tutorial

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: math

[A fan of zhoukangyang's solution](#)

16.

1641A

[Great Sequence](#) · Tutorial

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[A fan of zhoukangyang's solution](#)

17.

1517B

[Morning Jogging](#) · Tutorial

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[A fan of zhoukangyang's solution](#)

18.

1476B

[Inflation](#) · Tutorial

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[A fan of zhoukangyang's solution](#)

19.

1654C

[Alice and the Cake](#) · Tutorial

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[A fan of zhoukangyang's solution](#)

20.

1517C

[Fillomino 2](#) · Tutorial

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[A fan of zhoukangyang's solution](#)

21.

1451C

[String Equality](#) · Tutorial

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[A fan of zhoukangyang's solution](#)

22.

1473C

[No More Inversions](#) · Tutorial

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[A fan of zhoukangyang's solution](#)

23.

1503A

[Balance the Bits](#) · Tutorial

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[A fan of zhoukangyang's solution](#)

24.

1483A

[Basic Diplomacy](#) · Tutorial

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[A fan of zhoukangyang's solution](#)

25.

1476C

[Longest Simple Cycle](#) · Tutorial

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[A fan of zhoukangyang's solution](#)

26.

1469C

[Building a Fence](#) · Tutorial

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[A fan of zhoukangyang's solution](#)

27.

1503B

[3-Coloring](#) · Tutorial

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[A fan of zhoukangyang's solution](#)

28.

1476D

[Journey](#) · Tutorial

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[A fan of zhoukangyang's solution](#)

29.

1474C

[Array Destruction](#) · Tutorial

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[A fan of zhoukangyang's solution](#)

30.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[A fan of zhoukangyang's solution](#)

31.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[A fan of zhoukangyang's solution](#)

32.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[A fan of zhoukangyang's solution](#)

33.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[A fan of zhoukangyang's solution](#)

34.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[A fan of zhoukangyang's solution](#)

35.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[A fan of zhoukangyang's solution](#)

36.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[A fan of zhoukangyang's solution](#)

37.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[A fan of zhoukangyang's solution](#)

38.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[A fan of zhoukangyang's solution](#)

39.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[A fan of zhoukangyang's solution](#)

40.

1654D

[Potion Brewing Class](#) · Tutorial

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[A fan of zhoukangyang's solution](#)

41.

1483C

[Skyline Photo](#) · Tutorial

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[A fan of zhoukangyang's solution](#)

42.

1641C

[Anonymity Is Important](#) · Tutorial

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[A fan of zhoukangyang's solution](#)

43.

1503C

[Travelling Salesman Problem](#) · Tutorial

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[A fan of zhoukangyang's solution](#)

44.

1474D

[Cleaning](#) · Tutorial

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[A fan of zhoukangyang's solution](#)

45.

1654E

[Arithmetic Operations](#) · Tutorial

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[A fan of zhoukangyang's solution](#)

46.

1476E

[Pattern Matching](#) · Tutorial

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[A fan of zhoukangyang's solution](#)

47.

1469E

[A Bit Similar](#) · Tutorial

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[A fan of zhoukangyang's solution](#)

48.

725E

[Too Much Money](#) · Tutorial

Quality: 710 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[A fan of zhoukangyang's solution](#)

49.

682E

[Alyona and Triangles](#) · Tutorial

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[A fan of zhoukangyang's solution](#)

50.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[A fan of zhoukangyang's solution](#)

51.

685E

[Travelling Through the Snow Queen's Kingdom · Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[A fan of zhoukangyang's solution](#)

52.

512E

[Fox And Polygon · Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[A fan of zhoukangyang's solution](#)

53.

917C

[Pollywog · Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[A fan of zhoukangyang's solution](#)

54.

914F

[Substrings in a String · Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[A fan of zhoukangyang's solution](#)

55.

1119G

[Get Ready for the Battle · Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[A fan of zhoukangyang's solution](#)

56.

1718F

[Burenka, an Array and Queries · Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[A fan of zhoukangyang's solution](#)

57.

1158E

[Strange device · Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math, trees

[A fan of zhoukangyang's solution](#)

58.

1685E

[The Ultimate LIS Problem · Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[A fan of zhoukangyang's solution](#)