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Unique solved — Betwixt

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

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Count: 56

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,835 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[Betwixt's solution](#)
- 2.**
2218A
[The 67th Integer Problem](#) · [Tutorial](#)
Quality: 34,980 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math
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- 3.**
2218C
[The 67th Permutation Problem](#) · [Tutorial](#)
Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
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- 4.**
2218B
[The 67th 6-7 Integer Problem](#) · [Tutorial](#)
Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: greedy, math
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- 5.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[Betwixt's solution](#)
- 6.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[Betwixt's solution](#)
- 7.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[Betwixt's solution](#)
- 8.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,691 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[Betwixt's solution](#)
- 9.**
2210B
[Simply Sitting on Chairs](#) · [Tutorial](#)
Quality: 17,571 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
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10.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,406 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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11.

2217B

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

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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12.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Betwixt's solution](#)

13.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms

[Betwixt's solution](#)

14.

2210C1

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

Quality: 12,825 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Betwixt's solution](#)

15.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Betwixt's solution](#)

16.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, brute force

[Betwixt's solution](#)

17.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, combinatorics

[Betwixt's solution](#)

18.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Betwixt's solution](#)

19.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search

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20.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

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21.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

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[Betwixt's solution](#)

22.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation, number theory

[Betwixt's solution](#)

23.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Betwixt's solution](#)

24.

171H

[A polyline](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 1700 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, implementation

[Betwixt's solution](#)

25.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: math

[Betwixt's solution](#)

26.

2218G

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

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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27.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Betwixt's solution](#)

28.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Betwixt's solution](#)

29.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[Betwixt's solution](#)

30.

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Betwixt's solution](#)

31.

2217E

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

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Betwixt's solution](#)

32.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: *special, implementation

[Betwixt's solution](#)

33.

2210C2

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

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[Betwixt's solution](#)

34.

2207E1

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Betwixt's solution](#)

35.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Betwixt's solution](#)

36.

2209E

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

Quality: 1,782 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

[Betwixt's solution](#)

37.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Betwixt's solution](#)

38.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Betwixt's solution](#)

39.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Betwixt's solution](#)

40.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[Betwixt's solution](#)

41.

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Betwixt's solution](#)

42.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Betwixt's solution](#)

43.

2227H

[Fallen Leaves](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Betwixt's solution](#)

44.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 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

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45.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Betwixt's solution](#)

46.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Betwixt's solution](#)

47.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Betwixt's solution](#)

48.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Betwixt's solution](#)

49.

2222A

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

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Betwixt's solution](#)

50.

2219D

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

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[Betwixt's solution](#)

51.

2219C

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

Quality: 1,216 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

[Betwixt's solution](#)

52.

2219B2

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

Quality: 3,214 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Betwixt's solution](#)

53.

2219B1

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

Quality: 3,610 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

[Betwixt's solution](#)

54.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Betwixt's solution](#)

55.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

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56.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

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