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Unique solved — ChatGPT4.0

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

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

Filters: none

Count: 73

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,759 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: math
[ChatGPT4.0's solution](#)
- 2.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,228 global accepts · Rating: 800 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[ChatGPT4.0's solution](#)
- 3.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ChatGPT4.0's solution](#)
- 4.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,492 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ChatGPT4.0's solution](#)
- 5.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[ChatGPT4.0's solution](#)
- 6.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[ChatGPT4.0's solution](#)
- 7.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[ChatGPT4.0's solution](#)
- 8.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,218 global accepts · Rating: 800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[ChatGPT4.0's solution](#)
- 9.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,705 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[ChatGPT4.0's solution](#)

10.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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11.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[ChatGPT4.0's solution](#)

12.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[ChatGPT4.0's solution](#)

13.

2210B

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

Quality: 17,538 global accepts · Rating: 900 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[ChatGPT4.0's solution](#)

14.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,374 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[ChatGPT4.0's solution](#)

15.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[ChatGPT4.0's solution](#)

16.

2217B

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

Quality: 16,050 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[ChatGPT4.0's solution](#)

17.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[ChatGPT4.0's solution](#)

18.

2211B

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

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[ChatGPT4.0's solution](#)

19.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,666 global accepts · Rating: 1100 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[ChatGPT4.0's solution](#)

20.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[ChatGPT4.0's solution](#)

21.

2210C1

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

Quality: 12,802 global accepts · Rating: 1200 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[ChatGPT4.0's solution](#)

22.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[ChatGPT4.0's solution](#)

23.

2211C1

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

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[ChatGPT4.0's solution](#)

24.

2208C

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

Quality: 11,089 global accepts · Rating: 1300 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[ChatGPT4.0's solution](#)

25.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[ChatGPT4.0's solution](#)

26.

649B

[BOBO6C€](#)

Quality: 638 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ChatGPT4.0's solution](#)

27.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[ChatGPT4.0's solution](#)

28.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[ChatGPT4.0's solution](#)

29.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ChatGPT4.0's solution](#)

30.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

math, sortings

[ChatGPT4.0's solution](#)

31.

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[ChatGPT4.0's solution](#)

32.

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[ChatGPT4.0's solution](#)

33.

1968E

[Cells Arrangement · Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[ChatGPT4.0's solution](#)

34.

2205D

[Simons and Beating Peaks · Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[ChatGPT4.0's solution](#)

35.

1971G

[XOUR · Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[ChatGPT4.0's solution](#)

36.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[ChatGPT4.0's solution](#)

37.

2209D

[Ghostfires · Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ChatGPT4.0's solution](#)

38.

2208D1

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

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[ChatGPT4.0's solution](#)

39.

1968F

[Equal XOR Segments · Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[ChatGPT4.0's solution](#)

40.

2217D

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

Quality: 3,332 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ChatGPT4.0's solution](#)

41.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[ChatGPT4.0's solution](#)

42.

2217E

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

Quality: 2,068 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
[ChatGPT4.0's solution](#)

43.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees
[ChatGPT4.0's solution](#)

44.

2210C2

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

Quality: 2,152 global accepts · Rating: 2100 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory
[ChatGPT4.0's solution](#)

45.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[ChatGPT4.0's solution](#)

46.

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[ChatGPT4.0's solution](#)

47.

2209E

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[ChatGPT4.0's solution](#)

48.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees
[ChatGPT4.0's solution](#)

49.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[ChatGPT4.0's solution](#)

50.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 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
[ChatGPT4.0's solution](#)

51.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ChatGPT4.0's solution](#)

52.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[ChatGPT4.0's solution](#)

53.

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[ChatGPT4.0's solution](#)

54.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[ChatGPT4.0's solution](#)

55.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[ChatGPT4.0's solution](#)

56.

2208E

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-19 · last AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[ChatGPT4.0's solution](#)

57.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[ChatGPT4.0's solution](#)

58.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[ChatGPT4.0's solution](#)

59.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ChatGPT4.0's solution](#)

60.

2219D

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

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[ChatGPT4.0's solution](#)

61.

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[ChatGPT4.0's solution](#)

62.

2219B1

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

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[ChatGPT4.0's solution](#)

63.

2219B2

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

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ChatGPT4.0's solution](#)

64.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[ChatGPT4.0's solution](#)

65.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive

[ChatGPT4.0's solution](#)

66.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special

[ChatGPT4.0's solution](#)

67.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[ChatGPT4.0's solution](#)

68.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks

[ChatGPT4.0's solution](#)

69.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[ChatGPT4.0's solution](#)

70.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation

[ChatGPT4.0's solution](#)

71.

2207H3

[Bowser's Castle \(Hard Version\)](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[ChatGPT4.0's solution](#)

72.

2207H2

[Bowser's Castle \(Medium Version\)](#) · [Tutorial](#)

Quality: 39 global accepts · Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive, trees, two pointers

[ChatGPT4.0's solution](#)

73.

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[ChatGPT4.0's solution](#)