

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

<https://cfelitetracker.vercel.app>

Unique solved — Conqueror5

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

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

Filters: none

Count: 69

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,532 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Conqueror5's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,729 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Conqueror5's solution](#)

3.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,200 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Conqueror5's solution](#)

4.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,305 global accepts · Rating: 800 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

[Conqueror5's solution](#)

5.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,296 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Conqueror5's solution](#)

6.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Conqueror5's solution](#)

7.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,691 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Conqueror5's solution](#)

8.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,191 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Conqueror5's solution](#)

9.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,759 global accepts · Rating: 800 · first AC: 2025-01-22 · Perl (first AC) · Tags: math, number theory

[Conqueror5's solution](#)

10.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · Perl (first AC) · Tags: constructive algorithms, math

[Conqueror5's solution](#)

11.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · Perl (first AC) · Tags: constructive algorithms, games, greedy, math

[Conqueror5's solution](#)

12.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,179 global accepts · Rating: 800 · first AC: 2024-12-14 · PyPy 3 (first AC) · Tags: binary search, implementation

[Conqueror5's solution](#)

13.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,348 global accepts · Rating: 800 · first AC: 2024-12-14 · PyPy 3 (first AC) · Tags: bitmasks, brute force, implementation

[Conqueror5's solution](#)

14.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,793 global accepts · Rating: 800 · first AC: 2024-12-14 · PyPy 3 (first AC) · Tags: bitmasks, implementation

[Conqueror5's solution](#)

15.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · Perl (first AC) · Tags: brute force, greedy, implementation, sortings

[Conqueror5's solution](#)

16.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-20 · Perl (first AC) · Tags: implementation, sortings, strings

[Conqueror5's solution](#)

17.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,910 global accepts · Rating: 800 · first AC: 2024-05-20 · Perl (first AC) · Tags: greedy, math

[Conqueror5's solution](#)

18.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Conqueror5's solution](#)

19.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[Conqueror5's solution](#)

20.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,674 global accepts · Rating: 800 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Conqueror5's solution](#)

21.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Conqueror5's solution](#)

22.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 900 · first AC: 2024-05-17 · Perl (first AC) · Tags: brute force, dp, implementation, math

[Conqueror5's solution](#)

23.

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,384 global accepts · Rating: 900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games

[Conqueror5's solution](#)

24.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Conqueror5's solution](#)

25.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · Perl (first AC) · Tags: constructive algorithms, greedy, sortings

[Conqueror5's solution](#)

26.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 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

[Conqueror5's solution](#)

27.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Conqueror5's solution](#)

28.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Conqueror5's solution](#)

29.

2063B

[Subsequence Update](#) · [Tutorial](#)

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · Perl (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Conqueror5's solution](#)

30.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,210 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Conqueror5's solution](#)

31.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings
[Conqueror5's solution](#)

32.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · last AC: 2025-02-02 · Perl (first AC) · Tags: brute force, constructive algorithms, math
[Conqueror5's solution](#)

33.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,163 global accepts · Rating: 1200 · first AC: 2024-05-25 · Perl (first AC) · Tags: binary search, brute force, greedy
[Conqueror5's solution](#)

34.

2208C

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

Quality: 11,082 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[Conqueror5's solution](#)

35.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[Conqueror5's solution](#)

36.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Conqueror5's solution](#)

37.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · Perl (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings
[Conqueror5's solution](#)

38.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-05-17 · PHP (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[Conqueror5's solution](#)

39.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,910 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[Conqueror5's solution](#)

40.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[Conqueror5's solution](#)

41.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · Perl (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[Conqueror5's solution](#)

42.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1400 · first AC: 2024-05-20 · Perl (first AC) · Tags: combinatorics, data structures

[Conqueror5's solution](#)

43.

1972D1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Conqueror5's solution](#)

44.

1972C

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

Rating: 1400 · first AC: 2024-04-30 · Java 21 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[Conqueror5's solution](#)

45.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Conqueror5's solution](#)

46.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Conqueror5's solution](#)

47.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,731 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Conqueror5's solution](#)

48.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Conqueror5's solution](#)

49.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Conqueror5's solution](#)

50.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,850 global accepts · Rating: 1700 · first AC: 2024-05-17 · PHP (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Conqueror5's solution](#)

51.

2204E

[Sum of Digits \(and Again\) · Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Conqueror5's solution](#)

52.

2208D1

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

Quality: 4,198 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

[Conqueror5's solution](#)

53.

2078D

[Scammy Game Ad · Tutorial](#)

Quality: 6,535 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Conqueror5's solution](#)

54.

2064D

[Eating · Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Conqueror5's solution](#)

55.

2067E

[White Magic · Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Conqueror5's solution](#)

56.

2059D

[Graph and Graph · Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[Conqueror5's solution](#)

57.

1957D

[A BIT of an Inequality · Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[Conqueror5's solution](#)

58.

2063D

[Game With Triangles · Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Conqueror5's solution](#)

59.

2204F

[Sum of Fractions · Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[Conqueror5's solution](#)

60.

2208D2

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

Quality: 1,834 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

[Conqueror5's solution](#)

61.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Conqueror5's solution](#)

62.

2205F

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

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Conqueror5's solution](#)

63.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Conqueror5's solution](#)

64.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Conqueror5's solution](#)

65.

2208E

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Conqueror5's solution](#)

66.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-30 · last AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Conqueror5's solution](#)

67.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Conqueror5's solution](#)

68.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-02-01 · last AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[Conqueror5's solution](#)

69.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-30 · last AC: 2025-02-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[Conqueror5's solution](#)