

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

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Unique solved — Dilute

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

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

Filters: none

Count: 63

1.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [sortings](#)

[Dilute_'s solution](#)

2.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#)

[Dilute_'s solution](#)

3.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,812 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: [brute force](#), [data structures](#), [implementation](#)

[Dilute_'s solution](#)

4.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,459 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: [implementation](#)

[Dilute_'s solution](#)

5.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[Dilute_'s solution](#)

6.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: [greedy](#), [math](#)

[Dilute_'s solution](#)

7.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: [math](#)

[Dilute_'s solution](#)

8.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[Dilute_'s solution](#)

9.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: [combinatorics](#), [greedy](#)

[Dilute_'s solution](#)

10.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: math

[Dilute_'s solution](#)

11.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Dilute_'s solution](#)

12.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[Dilute_'s solution](#)

13.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Dilute_'s solution](#)

14.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Dilute_'s solution](#)

15.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Dilute_'s solution](#)

16.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[Dilute_'s solution](#)

17.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, strings

[Dilute_'s solution](#)

18.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: sortings

[Dilute_'s solution](#)

19.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[Dilute_'s solution](#)

20.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[Dilute 's solution](#)

21.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[Dilute 's solution](#)

22.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: implementation, math

[Dilute 's solution](#)

23.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[Dilute 's solution](#)

24.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory

[Dilute 's solution](#)

25.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[Dilute 's solution](#)

26.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[Dilute 's solution](#)

27.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Dilute 's solution](#)

28.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[Dilute 's solution](#)

29.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Dilute 's solution](#)

30.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Dilute 's solution](#)

31.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy

[Dilute 's solution](#)

32.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[Dilute 's solution](#)

33.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Dilute 's solution](#)

34.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Dilute 's solution](#)

35.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Dilute 's solution](#)

36.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[Dilute 's solution](#)

37.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: implementation, math

[Dilute 's solution](#)

38.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[Dilute 's solution](#)

39.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Dilute 's solution](#)

40.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[Dilute 's solution](#)

41.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Dilute 's solution](#)

42.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[Dilute 's solution](#)

43.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[Dilute 's solution](#)

44.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[Dilute 's solution](#)

45.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[Dilute 's solution](#)

46.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[Dilute 's solution](#)

47.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[Dilute 's solution](#)

48.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Dilute 's solution](#)

49.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[Dilute 's solution](#)

50.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Dilute 's solution](#)

51.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[Dilute 's solution](#)

52.

1202C

[You Are Given a WASD-string... · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[Dilute 's solution](#)

53.

1187E

[Tree Painting · Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[Dilute 's solution](#)

54.

1185G1

[Playlist for Polycarp \(easy version\) · Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[Dilute 's solution](#)

55.

1166E

[The LCMs Must be Large · Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Dilute 's solution](#)

56.

1305E

[Kuroni and the Score Distribution · Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Dilute 's solution](#)

57.

1175E

[Minimal Segment Cover · Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Dilute 's solution](#)

58.

1314D

[Tourism · Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[Dilute 's solution](#)

59.

1204E

[Natasha, Sasha and the Prefix Sums · Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Dilute 's solution](#)

60.

1187D

[Subarray Sorting · Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-06-30 · last AC: 2019-06-30 · GNU C++11 (first AC) · Tags: data structures, sortings

[Dilute 's solution](#)

61.

1305F

[Kuroni and the Punishment · Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[Dilute 's solution](#)

62.

1314B

[Double Elimination](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: dp, implementation

[Dilute 's solution](#)

63.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[Dilute 's solution](#)