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Unique solved — Fake A05

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

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

Filters: none

Count: 58

1.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Fake_A05's solution](#)

2.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fake_A05's solution](#)

3.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

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4.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Fake_A05's solution](#)

5.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[Fake_A05's solution](#)

6.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Fake_A05's solution](#)

7.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Fake_A05's solution](#)

8.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Fake_A05's solution](#)

9.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Fake_A05's solution](#)

10.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,175 global accepts · Rating: 1000 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Fake_A05's solution](#)

11.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Fake_A05's solution](#)

12.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Fake_A05's solution](#)

13.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Fake_A05's solution](#)

14.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Fake_A05's solution](#)

15.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Fake_A05's solution](#)

16.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Fake_A05's solution](#)

17.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Fake_A05's solution](#)

18.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Fake_A05's solution](#)

19.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Fake_A05's solution](#)

20.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Fake_A05's solution](#)

21.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,479 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Fake_A05's solution](#)

22.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Fake_A05's solution](#)

23.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[Fake_A05's solution](#)

24.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Fake_A05's solution](#)

25.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

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

[Fake_A05's solution](#)

26.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Fake_A05's solution](#)

27.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Fake_A05's solution](#)

28.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Fake_A05's solution](#)

29.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, ternary search

[Fake_A05's solution](#)

30.

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

[Fake_A05's solution](#)

31.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Fake_A05's solution](#)

32.

1637D

[Yet Another Minimization Problem](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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33.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Fake_A05's solution](#)

34.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Fake_A05's solution](#)

35.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Fake_A05's solution](#)

36.

1483B

[Playlist](#) · [Tutorial](#)

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

[Fake_A05's solution](#)

37.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Fake_A05's solution](#)

38.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Fake_A05's solution](#)

39.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fake_A05's solution](#)

40.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

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41.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Fake_A05's solution](#)

42.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Fake_A05's solution](#)

43.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Fake_A05's solution](#)

44.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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45.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Fake_A05's solution](#)

46.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

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47.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Fake_A05's solution](#)

48.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Fake_A05's solution](#)

49.

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

[Fake_A05's solution](#)

50.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Fake_A05's solution](#)

51.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Fake_A05's solution](#)

52.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Fake_A05's solution](#)

53.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Fake_A05's solution](#)

54.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Fake_A05's solution](#)

55.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-15 · last AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Fake_A05's solution](#)

56.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Fake_A05's solution](#)

57.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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58.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing

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