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Unique solved — FengzhuJian

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

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Filters: none

Count: 47

1.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)

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2.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: [brute force](#), [math](#), [sortings](#)

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3.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

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4.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: [math](#)

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5.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

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6.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: [greedy](#)

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7.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,335 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: [math](#)

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8.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: [implementation](#)

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9.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#), [number theory](#)

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10.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[FengzhuJian's solution](#)

11.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[FengzhuJian's solution](#)

12.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

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13.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[FengzhuJian's solution](#)

14.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[FengzhuJian's solution](#)

15.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,460 global accepts · Rating: 1200 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[FengzhuJian's solution](#)

16.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[FengzhuJian's solution](#)

17.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[FengzhuJian's solution](#)

18.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[FengzhuJian's solution](#)

19.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1500 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[FengzhuJian's solution](#)

20.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers
[FengzhuJian's solution](#)

21.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math
[FengzhuJian's solution](#)

22.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[FengzhuJian's solution](#)

23.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[FengzhuJian's solution](#)

24.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[FengzhuJian's solution](#)

25.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,560 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[FengzhuJian's solution](#)

26.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[FengzhuJian's solution](#)

27.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[FengzhuJian's solution](#)

28.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[FengzhuJian's solution](#)

29.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[FengzhuJian's solution](#)

30.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[FengzhuJian's solution](#)

31.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[FengzhuJian's solution](#)

32.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[FengzhuJian's solution](#)

33.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[FengzhuJian's solution](#)

34.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[FengzhuJian's solution](#)

35.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[FengzhuJian's solution](#)

36.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[FengzhuJian's solution](#)

37.

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[FengzhuJian's solution](#)

38.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[FengzhuJian's solution](#)

39.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[FengzhuJian's solution](#)

40.

1916H1

[Matrix Rank \(Easy Version\) · Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[FengzhuJian's solution](#)

41.

1632E2

[Distance Tree \(hard version\) · Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[FengzhuJian's solution](#)

42.

1648D

[Serious Business · Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[FengzhuJian's solution](#)

43.

1557E

[Assiut Chess · Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive

[FengzhuJian's solution](#)

44.

2196E1

[Fuzzy Concatenation \(Easy Version\) · Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[FengzhuJian's solution](#)

45.

1916F

[Group Division · Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[FengzhuJian's solution](#)

46.

2196E2

[Fuzzy Concatenation \(Hard version\) · Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[FengzhuJian's solution](#)

47.

715D

[Create a Maze · Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[FengzhuJian's solution](#)