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Unique solved — FutureHasTomorrow

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

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

Filters: none

Count: 48

1.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[FutureHasTomorrow's solution](#)

2.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FutureHasTomorrow's solution](#)

3.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[FutureHasTomorrow's solution](#)

4.

2116A

[Gellyfish and Tricolor Pansy](#) · [Tutorial](#)

Quality: 26,977 global accepts · Rating: 800 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[FutureHasTomorrow's solution](#)

5.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[FutureHasTomorrow's solution](#)

6.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[FutureHasTomorrow's solution](#)

7.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[FutureHasTomorrow's solution](#)

8.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FutureHasTomorrow's solution](#)

9.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[FutureHasTomorrow's solution](#)

10.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[FutureHasTomorrow's solution](#)

11.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FutureHasTomorrow's solution](#)

12.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FutureHasTomorrow's solution](#)

13.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[FutureHasTomorrow's solution](#)

14.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[FutureHasTomorrow's solution](#)

15.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[FutureHasTomorrow's solution](#)

16.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[FutureHasTomorrow's solution](#)

17.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[FutureHasTomorrow's solution](#)

18.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[FutureHasTomorrow's solution](#)

19.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[FutureHasTomorrow's solution](#)

20.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[FutureHasTomorrow's solution](#)

21.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[FutureHasTomorrow's solution](#)

22.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,555 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[FutureHasTomorrow's solution](#)

23.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[FutureHasTomorrow's solution](#)

24.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[FutureHasTomorrow's solution](#)

25.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[FutureHasTomorrow's solution](#)

26.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[FutureHasTomorrow's solution](#)

27.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[FutureHasTomorrow's solution](#)

28.

2116C

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory, shortest paths

[FutureHasTomorrow's solution](#)

29.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive

algorithms, interactive, math, number theory

[FutureHasTomorrow's solution](#)

30.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[FutureHasTomorrow's solution](#)

31.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[FutureHasTomorrow's solution](#)

32.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[FutureHasTomorrow's solution](#)

33.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[FutureHasTomorrow's solution](#)

34.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[FutureHasTomorrow's solution](#)

35.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[FutureHasTomorrow's solution](#)

36.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[FutureHasTomorrow's solution](#)

37.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[FutureHasTomorrow's solution](#)

38.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[FutureHasTomorrow's solution](#)

39.

2116D

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[FutureHasTomorrow's solution](#)

40.

2047E

[Adventurers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, implementation

[FutureHasTomorrow's solution](#)

41.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[FutureHasTomorrow's solution](#)

42.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[FutureHasTomorrow's solution](#)

43.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[FutureHasTomorrow's solution](#)

44.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[FutureHasTomorrow's solution](#)

45.

2109E

[Binary String Wowie](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[FutureHasTomorrow's solution](#)

46.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[FutureHasTomorrow's solution](#)

47.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[FutureHasTomorrow's solution](#)

48.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[FutureHasTomorrow's solution](#)