

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

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# Unique solved — Go Goat Goal

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

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

Filters: none

Count: 43

- 1.**  
2183A  
[Binary Array Game](#) · [Tutorial](#)  
Quality: 23,673 global accepts · Rating: 800 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: games  
[Go\\_Goat\\_Goal's solution](#)
- 2.**  
1863A  
[Channel](#) · [Tutorial](#)  
Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[Go\\_Goat\\_Goal's solution](#)
- 3.**  
1834A  
[Unit Array](#) · [Tutorial](#)  
Quality: 45,661 global accepts · Rating: 800 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Go\\_Goat\\_Goal's solution](#)
- 4.**  
1810B  
[Candies](#) · [Tutorial](#)  
Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[Go\\_Goat\\_Goal's solution](#)
- 5.**  
1810A  
[Beautiful Sequence](#) · [Tutorial](#)  
Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy  
[Go\\_Goat\\_Goal's solution](#)
- 6.**  
1804A  
[Lame King](#) · [Tutorial](#)  
Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Go\\_Goat\\_Goal's solution](#)
- 7.**  
1802A  
[Likes](#) · [Tutorial](#)  
Quality: 16,690 global accepts · Rating: 800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[Go\\_Goat\\_Goal's solution](#)
- 8.**  
1834B  
[Maximum Strength](#) · [Tutorial](#)  
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: greedy, math  
[Go\\_Goat\\_Goal's solution](#)
- 9.**  
1804B  
[Vaccination](#) · [Tutorial](#)  
Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[Go\\_Goat\\_Goal's solution](#)
- 10.**  
1802B  
[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math  
[Go\\_Goat\\_Goal's solution](#)

**11.**

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[Go\\_Goat\\_Goal's solution](#)

**12.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: implementation, math  
[Go\\_Goat\\_Goal's solution](#)

**13.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[Go\\_Goat\\_Goal's solution](#)

**14.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,139 global accepts · Rating: 1200 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy  
[Go\\_Goat\\_Goal's solution](#)

**15.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1200 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: games, greedy, math, strings  
[Go\\_Goat\\_Goal's solution](#)

**16.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,871 global accepts · Rating: 1300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[Go\\_Goat\\_Goal's solution](#)

**17.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings  
[Go\\_Goat\\_Goal's solution](#)

**18.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,681 global accepts · Rating: 1400 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers  
[Go\\_Goat\\_Goal's solution](#)

**19.**

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy  
[Go\\_Goat\\_Goal's solution](#)

**20.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[Go\\_Goat\\_Goal's solution](#)

**21.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[Go\\_Goat\\_Goal's solution](#)

**22.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[Go\\_Goat\\_Goal's solution](#)

**23.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[Go\\_Goat\\_Goal's solution](#)

**24.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · PyPy 3-64 (first AC) · Tags: binary search, math

[Go\\_Goat\\_Goal's solution](#)

**25.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Go\\_Goat\\_Goal's solution](#)

**26.**

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[Go\\_Goat\\_Goal's solution](#)

**27.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: dp, games, implementation, strings

[Go\\_Goat\\_Goal's solution](#)

**28.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Go\\_Goat\\_Goal's solution](#)

**29.**

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, sortings

[Go\\_Goat\\_Goal's solution](#)

**30.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[Go\\_Goat\\_Goal's solution](#)

**31.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[Go\\_Goat\\_Goal's solution](#)

**32.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Go](#) [Goat](#) [Goal's solution](#)

**33.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

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**34.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Go](#) [Goat](#) [Goal's solution](#)

**35.**

2190C

[Comparable Permutations](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2300 · first AC: 2026-01-17 · PyPy 3-64 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

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**36.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, math, number theory

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**37.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · PyPy 3-64 (first AC) · Tags: brute force, math

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**38.**

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, math

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**39.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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**40.**

2222D

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

Quality: 3,191 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

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**41.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math

[Go](#) [Goat](#) [Goal's solution](#)

**42.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,283 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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**43.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

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