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Unique solved — Irisqwq

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

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Filters: none

Count: 59

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Irisqwq's solution](#)

2.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,481 global accepts · Rating: 800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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3.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,531 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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4.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,727 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
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5.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,198 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
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6.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 800 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
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7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,457 global accepts · Rating: 800 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[Irisqwq's solution](#)

8.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,164 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Irisqwq's solution](#)

9.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,291 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[Irisqwq's solution](#)

10.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,365 global accepts · Rating: 900 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Irisqwq's solution](#)

11.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,699 global accepts · Rating: 900 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[Irisqwq's solution](#)

12.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Irisqwq's solution](#)

13.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Irisqwq's solution](#)

14.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,661 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[Irisqwq's solution](#)

15.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Irisqwq's solution](#)

16.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,081 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Irisqwq's solution](#)

17.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1300 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Irisqwq's solution](#)

18.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,633 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Irisqwq's solution](#)

19.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Irisqwq's solution](#)

20.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,064 global accepts · Rating: 1500 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[Irisqwq's solution](#)

21.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[Irisqwq's solution](#)

22.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Irisqwq's solution](#)

23.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Irisqwq's solution](#)

24.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Irisqwq's solution](#)

25.

2208D1

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

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Irisqwq's solution](#)

26.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Irisqwq's solution](#)

27.

2200F

[Moouclear Reactor 2](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1900 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[Irisqwq's solution](#)

28.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[Irisqwq's solution](#)

29.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

combinatorics, data structures, greedy, math, number theory, two pointers

[Irisqwq's solution](#)

30.

2208D2

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

Quality: 1,833 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Irisqwq's solution](#)

31.

2200G

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

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2026-02-27 · last AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Irisqwq's solution](#)

32.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Irisqwq's solution](#)

33.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Irisqwq's solution](#)

34.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[Irisqwq's solution](#)

35.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, two pointers

[Irisqwq's solution](#)

36.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · last AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[Irisqwq's solution](#)

37.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Irisqwq's solution](#)

38.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Irisqwq's solution](#)

39.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Irisqwq's solution](#)

40.

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings, trees

[Irisqwq's solution](#)

41.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: — · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Irisqwq's solution](#)

42.

2222B

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

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Irisqwq's solution](#)

43.

2222A

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

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Irisqwq's solution](#)

44.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Irisqwq's solution](#)

45.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[Irisqwq's solution](#)

46.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Irisqwq's solution](#)

47.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Irisqwq's solution](#)

48.

103260F

[Thanks to MikeMirzayanov](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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49.

103260A

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

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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50.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Irisqwq's solution](#)

51.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Irisqwq's solution](#)

52.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Irisqwq's solution](#)

53.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Irisqwq's solution](#)

54.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[Irisqwq's solution](#)

55.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[Irisqwq's solution](#)

56.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,597 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
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57.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Irisqwq's solution](#)

58.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,976 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Irisqwq's solution](#)

59.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

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