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Unique solved — Pigsyy

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

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

Filters: none

Count: 66

- 1.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Pigsyy's solution](#)
- 2.**
2205A
[Simons and Making It Beautiful](#) · [Tutorial](#)
Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
[Pigsyy's solution](#)
- 3.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Pigsyy's solution](#)
- 4.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,437 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[Pigsyy's solution](#)
- 5.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,328 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Pigsyy's solution](#)
- 6.**
2176A
[Operations with Inversions](#) · [Tutorial](#)
Quality: 29,067 global accepts · Rating: 800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Pigsyy's solution](#)
- 7.**
2163A
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)
Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
[Pigsyy's solution](#)
- 8.**
2146A
[Equal Occurrences](#) · [Tutorial](#)
Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[Pigsyy's solution](#)
- 9.**
2110A
[Fashionable Array](#) · [Tutorial](#)
Quality: 29,828 global accepts · Rating: 800 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[Pigsyy's solution](#)

10.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Pigsy's solution](#)

11.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pigsy's solution](#)

12.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Pigsy's solution](#)

13.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[Pigsy's solution](#)

14.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Pigsy's solution](#)

15.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Pigsy's solution](#)

16.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Pigsy's solution](#)

17.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Pigsy's solution](#)

18.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,514 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Pigsy's solution](#)

19.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Pigsy's solution](#)

20.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Pigsy's solution](#)

21.

2146C

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

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[Pigsy's solution](#)

22.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Pigsy's solution](#)

23.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Pigsy's solution](#)

24.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,024 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Pigsy's solution](#)

25.

1526C1

[Potions \(Easy Version\)](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Pigsy's solution](#)

26.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Pigsy's solution](#)

27.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Pigsy's solution](#)

28.

1526C2

[Potions \(Hard Version\)](#) · [Tutorial](#)

Quality: 29,729 global accepts · Rating: 1600 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Pigsy's solution](#)

29.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Pigsy's solution](#)

30.

2205D

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

Quality: 4,919 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy, implementation, trees

[Pigsy's solution](#)

31.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Pigsy's solution](#)

32.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Pigsy's solution](#)

33.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Pigsy's solution](#)

34.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Pigsy's solution](#)

35.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Pigsy's solution](#)

36.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Pigsy's solution](#)

37.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Pigsy's solution](#)

38.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Pigsy's solution](#)

39.

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Pigsy's solution](#)

40.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[Pigsy's solution](#)

41.

2163D1

[Diadrash \(Easy Version\) · Tutorial](#)

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Pigsy's solution](#)

42.

1207F

[Remainder Problem · Tutorial](#)

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-04-10 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Pigsy's solution](#)

43.

2189D2

[Little String \(Hard Version\) · Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Pigsy's solution](#)

44.

1407D

[Discrete Centrifugal Jumps · Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2025-05-27 · last AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Pigsy's solution](#)

45.

490F

[Treeland Tour · Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Pigsy's solution](#)

46.

431E

[Chemistry Experiment · Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[Pigsy's solution](#)

47.

2182F1

[Christmas Reindeer \(easy version\) · Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Pigsy's solution](#)

48.

713C

[Sonya and Problem Without a Legend · Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-10-15 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Pigsy's solution](#)

49.

2146E

[Yet Another MEX Problem · Tutorial](#)

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Pigsy's solution](#)

50.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[Pigsy's solution](#)

51.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[Pigsy's solution](#)

52.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · last AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Pigsy's solution](#)

53.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Pigsy's solution](#)

54.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Pigsy's solution](#)

55.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Pigsy's solution](#)

56.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Pigsy's solution](#)

57.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Pigsy's solution](#)

58.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Pigsy's solution](#)

59.

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Pigsy's solution](#)

60.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[Pigsy's solution](#)

61.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[Pigsy's solution](#)

62.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Pigsy's solution](#)

63.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-05-30 · last AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Pigsy's solution](#)

64.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2026-01-11 · last AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees

[Pigsy's solution](#)

65.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Pigsy's solution](#)

66.

2146F

[Bubble Sort](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[Pigsy's solution](#)