

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

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# Unique solved — SergeyMelnikov

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

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

Filters: none

Count: 82

1.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · Java 21 (first AC) · Tags: brute force, sortings

[SergeyMelnikov's solution](#)

2.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · Java 8 (first AC) · Tags: implementation

[SergeyMelnikov's solution](#)

3.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,025 global accepts · Rating: 800 · first AC: 2020-04-17 · Java 11 (first AC) · Tags: brute force, math

[SergeyMelnikov's solution](#)

4.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: brute force, greedy, math

[SergeyMelnikov's solution](#)

5.

1212A

[Wrong Subtraction](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

6.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2012-03-04 · Scala (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

7.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2012-03-04 · Scala (first AC) · Tags: brute force

[SergeyMelnikov's solution](#)

8.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

9.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: brute force, implementation, math

[SergeyMelnikov's solution](#)

10.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · Java 21 (first AC) · Tags: brute force, math, number theory

[SergeyMelnikov's solution](#)

**11.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-04-17 · Java 11 (first AC) · Tags: constructive algorithms, number theory

[SergeyMelnikov's solution](#)

**12.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: implementation, math

[SergeyMelnikov's solution](#)

**13.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-04 · Scala (first AC) · Tags: \*special, greedy, implementation

[SergeyMelnikov's solution](#)

**14.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: implementation, math

[SergeyMelnikov's solution](#)

**15.**

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-02 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[SergeyMelnikov's solution](#)

**16.**

523A

[Rotate, Flip and Zoom](#) · [Tutorial](#)

Quality: 2,856 global accepts · Rating: 1200 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

**17.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[SergeyMelnikov's solution](#)

**18.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers

[SergeyMelnikov's solution](#)

**19.**

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-17 · Python 3 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**20.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · Scala (first AC) · Tags: binary search, brute force, greedy, two pointers

[SergeyMelnikov's solution](#)

**21.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · Scala (first AC) · Tags: \*special, brute force, number theory

[SergeyMelnikov's solution](#)

**22.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · Java 21 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[SergeyMelnikov's solution](#)

**23.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[SergeyMelnikov's solution](#)

**24.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SergeyMelnikov's solution](#)

**25.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, greedy

[SergeyMelnikov's solution](#)

**26.**

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · Scala (first AC) · Tags: \*special, data structures, implementation

[SergeyMelnikov's solution](#)

**27.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · Java 8 (first AC) · Tags: brute force, data structures, greedy, implementation

[SergeyMelnikov's solution](#)

**28.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: combinatorics, math

[SergeyMelnikov's solution](#)

**29.**

953G

[Large Bouquets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-17 · D (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**30.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

**31.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[SergeyMelnikov's solution](#)

32.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation  
[SergeyMelnikov's solution](#)

33.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · Java 8 (first AC) · Tags: math, number theory, sortings  
[SergeyMelnikov's solution](#)

34.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[SergeyMelnikov's solution](#)

35.

953D

[Choose Place](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-17 · PHP (first AC) · Tags: —  
[SergeyMelnikov's solution](#)

36.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[SergeyMelnikov's solution](#)

37.

524A

[A\\$>Ct=CäCÖ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ö](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: implementation  
[SergeyMelnikov's solution](#)

38.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, data structures, implementation  
[SergeyMelnikov's solution](#)

39.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · Java 11 (first AC) · Tags: bitmasks, dp, graphs, greedy  
[SergeyMelnikov's solution](#)

40.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
[SergeyMelnikov's solution](#)

41.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation  
[SergeyMelnikov's solution](#)

42.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: combinatorics, dp, math  
[SergeyMelnikov's solution](#)

- 43.**  
1237C1  
[Balanced Removals \(Easier\) · Tutorial](#)  
Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: constructive algorithms, geometry, greedy  
[SergeyMelnikov's solution](#)
- 44.**  
953I  
[A Vital Problem · Tutorial](#)  
Rating: 1700 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: —  
[SergeyMelnikov's solution](#)
- 45.**  
953C  
[Is This a Zebra? · Tutorial](#)  
Rating: 1700 · first AC: 2018-03-17 · FPC (first AC) · Tags: —  
[SergeyMelnikov's solution](#)
- 46.**  
532C  
[Board Game · Tutorial](#)  
Rating: 1700 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —  
[SergeyMelnikov's solution](#)
- 47.**  
524B  
[BD>D\\$> CÔU CÔUCÄOD\\$> 2 \(round version\) · Tutorial](#)  
Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy  
[SergeyMelnikov's solution](#)
- 48.**  
82B  
[Sets · Tutorial](#)  
Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: constructive algorithms, hashing, implementation  
[SergeyMelnikov's solution](#)
- 49.**  
2164D  
[Copy String · Tutorial](#)  
Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · Java 21 (first AC) · Tags: greedy, implementation, strings, two pointers  
[SergeyMelnikov's solution](#)
- 50.**  
1572A  
[Book · Tutorial](#)  
Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · Java 11 (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings  
[SergeyMelnikov's solution](#)
- 51.**  
1254B1  
[Send Boxes to Alice \(Easy Version\) · Tutorial](#)  
Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[SergeyMelnikov's solution](#)
- 52.**  
953B  
[Add Points · Tutorial](#)  
Rating: 1800 · first AC: 2018-03-17 · Kotlin 1.4 (first AC) · Tags: —  
[SergeyMelnikov's solution](#)
- 53.**  
538D  
[Weird Chess · Tutorial](#)  
Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation

[SergeyMelnikov's solution](#)

**54.**

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**55.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[SergeyMelnikov's solution](#)

**56.**

953E

[Merge Equal Elements](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-17 · GNU C (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**57.**

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: binary search, sortings

[SergeyMelnikov's solution](#)

**58.**

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: binary search

[SergeyMelnikov's solution](#)

**59.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[SergeyMelnikov's solution](#)

**60.**

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[SergeyMelnikov's solution](#)

**61.**

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**62.**

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**63.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Java 6 (first AC) · Tags: dp

[SergeyMelnikov's solution](#)

**64.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SergeyMelnikov's solution](#)

**65.**

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: greedy, two pointers

[SergeyMelnikov's solution](#)

**66.**

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2014-12-17 · Java 8 (first AC) · Tags: greedy, sortings

[SergeyMelnikov's solution](#)

**67.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · Java 8 (first AC) · Tags: dp, strings

[SergeyMelnikov's solution](#)

**68.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: data structures, greedy, implementation

[SergeyMelnikov's solution](#)

**69.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · Java 8 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[SergeyMelnikov's solution](#)

**70.**

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**71.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · Java 8 (first AC) · Tags: binary search, data structures, dp, dsu

[SergeyMelnikov's solution](#)

**72.**

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++ (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**73.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · Java 11 (first AC) · Tags: dp, greedy

[SergeyMelnikov's solution](#)

**74.**

1531C

[B 8CÄiCtBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · Java 11 (first AC) · Tags: \*special, constructive algorithms, dp

[SergeyMelnikov's solution](#)

**75.**

1531B2

[AÄ»CÖ8D\\$>D 8CÖ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · Java 11 (first AC) · Tags: \*special

[SergeyMelnikov's solution](#)

**76.**

1531B1

[AÄ&CÔBD\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · Java 11 (first AC) · Tags: \*special

[SergeyMelnikov's solution](#)

**77.**

1531A

[At8CÔ3CT@!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · Python 3 (first AC) · Tags: \*special, implementation

[SergeyMelnikov's solution](#)

**78.**

1331A

[Is it rated? · Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[SergeyMelnikov's solution](#)

**79.**

100579D

[Corporate Gifting · Tutorial](#)

Rating: — · first AC: 2015-01-20 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**80.**

100579C

[Winning at Sports · Tutorial](#)

Rating: — · first AC: 2015-01-20 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**81.**

100579B

[Autocomplete · Tutorial](#)

Rating: — · first AC: 2015-01-20 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)

**82.**

100579A

[Homework · Tutorial](#)

Rating: — · first AC: 2015-01-20 · Java 8 (first AC) · Tags: —

[SergeyMelnikov's solution](#)