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Unique solved — ShaktiSinghUC

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

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Count: 53

1.

2209A

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

[ShaktiSinghUC's solution](#)

2.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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3.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,711 global accepts · Rating: 800 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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4.

2188A

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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5.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,113 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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6.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,645 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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7.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,076 global accepts · Rating: 800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

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8.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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9.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

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10.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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11.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,905 global accepts · Rating: 800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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12.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,895 global accepts · Rating: 800 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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13.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,750 global accepts · Rating: 800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: math

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14.

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

[ShaktiSinghUC's solution](#)

15.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,843 global accepts · Rating: 900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

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16.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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17.

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,110 global accepts · Rating: 900 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: math

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18.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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19.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,416 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

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20.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, shortest paths

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21.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: math

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22.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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23.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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24.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,569 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

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25.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,852 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

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26.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,098 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: math

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27.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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28.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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29.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

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30.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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31.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,199 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths

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32.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[ShaktiSinghUC's solution](#)

33.

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
[ShaktiSinghUC's solution](#)

34.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,220 global accepts · Rating: 1500 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation
[ShaktiSinghUC's solution](#)

35.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[ShaktiSinghUC's solution](#)

36.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[ShaktiSinghUC's solution](#)

37.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[ShaktiSinghUC's solution](#)

38.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[ShaktiSinghUC's solution](#)

39.

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
[ShaktiSinghUC's solution](#)

40.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[ShaktiSinghUC's solution](#)

41.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings
[ShaktiSinghUC's solution](#)

42.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[ShaktiSinghUC's solution](#)

43.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[ShaktiSinghUC's solution](#)

44.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,613 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation
[ShaktiSinghUC's solution](#)

45.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
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46.

2209E

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

Quality: 1,766 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
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47.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees
[ShaktiSinghUC's solution](#)

48.

2188F

[Cool Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[ShaktiSinghUC's solution](#)

49.

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
[ShaktiSinghUC's solution](#)

50.

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
[ShaktiSinghUC's solution](#)

51.

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
[ShaktiSinghUC's solution](#)

52.

2219C

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

Quality: 1,213 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

[ShaktiSinghUC's solution](#)

53.

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

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