

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

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# Unique solved — Solalyth

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

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

Filters: none

Count: 48

1.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-04-24 · Rust 2021 (first AC) · Tags: greedy

[Solalyth's solution](#)

2.

2204A

[Passing the Ball](#) · [Tutorial](#)

Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-04-24 · Rust 2021 (first AC) · Tags: brute force, implementation

[Solalyth's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: games

[Solalyth's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: brute force

[Solalyth's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Solalyth's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: greedy, strings

[Solalyth's solution](#)

7.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · Rust 2021 (first AC) · Tags: greedy, strings

[Solalyth's solution](#)

8.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · Rust 2021 (first AC) · Tags: brute force, number theory

[Solalyth's solution](#)

9.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-11 · Rust 2021 (first AC) · Tags: greedy, implementation, math

[Solalyth's solution](#)

**10.**

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · Rust 2021 (first AC) · Tags: greedy, implementation

[Solalyth's solution](#)

**11.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Solalyth's solution](#)

**12.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: dp, greedy, implementation, strings

[Solalyth's solution](#)

**13.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-04-24 · Rust 2021 (first AC) · Tags: math, number theory

[Solalyth's solution](#)

**14.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,910 global accepts · Rating: 1000 · first AC: 2025-12-11 · Rust 2021 (first AC) · Tags: bitmasks, greedy, strings

[Solalyth's solution](#)

**15.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[Solalyth's solution](#)

**16.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,135 global accepts · Rating: 1100 · first AC: 2025-12-05 · Rust 2021 (first AC) · Tags: dp, greedy, math

[Solalyth's solution](#)

**17.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: constructive algorithms, games, greedy

[Solalyth's solution](#)

**18.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp

[Solalyth's solution](#)

**19.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[Solalyth's solution](#)

**20.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Solalyth's solution](#)

**21.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,062 global accepts · Rating: 1300 · first AC: 2026-02-23 · Rust 2021 (first AC) · Tags: data structures

[Solalyth's solution](#)

**22.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · Rust 2021 (first AC) · Tags: greedy, sortings

[Solalyth's solution](#)

**23.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Solalyth's solution](#)

**24.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-04-24 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Solalyth's solution](#)

**25.**

2190B1

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

Quality: 10,683 global accepts · Rating: 1400 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Solalyth's solution](#)

**26.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Solalyth's solution](#)

**27.**

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Solalyth's solution](#)

**28.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: binary search, greedy, math, two pointers

[Solalyth's solution](#)

**29.**

2182D

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

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math

[Solalyth's solution](#)

**30.**

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · Rust 2021 (first AC) · Tags: constructive algorithms

[Solalyth's solution](#)

**31.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · Rust 2021 (first AC) · Tags: data structures, dp

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**32.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Solalyth's solution](#)

**33.**

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-24 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, math

[Solalyth's solution](#)

**34.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Solalyth's solution](#)

**35.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-11 · Rust 2021 (first AC) · Tags: data structures, dp, graphs, sortings

[Solalyth's solution](#)

**36.**

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: dp, games, implementation, strings

[Solalyth's solution](#)

**37.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Solalyth's solution](#)

**38.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · Rust 2021 (first AC) · Tags: data structures, dp, greedy, math

[Solalyth's solution](#)

**39.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Solalyth's solution](#)

**40.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy

[Solalyth's solution](#)

**41.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: binary search, divide and conquer, interactive

[Solalyth's solution](#)

**42.**

2183E

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

Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: dp, math, number theory

[Solalyth's solution](#)

**43.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Solalyth's solution](#)

**44.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · Rust 2021 (first AC) · Tags: combinatorics, math, trees

[Solalyth's solution](#)

**45.**

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-17 · Rust 2021 (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[Solalyth's solution](#)

**46.**

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Solalyth's solution](#)

**47.**

2176E

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

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Solalyth's solution](#)

**48.**

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

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