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Unique solved — Username69

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

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Filters: none

Count: 37

- 1.**
2189A
[Table with Numbers](#) · [Tutorial](#)
Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Username69's solution](#)
- 2.**
2191A
[Array Coloring](#) · [Tutorial](#)
Quality: 27,783 global accepts · Rating: 800 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Username69's solution](#)
- 3.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
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- 4.**
2182B
[New Year Cake](#) · [Tutorial](#)
Quality: 23,444 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
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- 5.**
2182A
[New Year String](#) · [Tutorial](#)
Quality: 25,338 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
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- 6.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[Username69's solution](#)
- 7.**
2178B
[Impost or Sus](#) · [Tutorial](#)
Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[Username69's solution](#)
- 8.**
2191B
[MEX Reordering](#) · [Tutorial](#)
Quality: 19,912 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings
[Username69's solution](#)
- 9.**
2183B
[Yet Another MEX Problem](#) · [Tutorial](#)
Quality: 16,177 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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10.

2189B

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

Quality: 15,312 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Username69's solution](#)

11.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Username69's solution](#)

12.

2182C

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

Quality: 15,520 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Username69's solution](#)

13.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,700 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Username69's solution](#)

14.

2187A

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

Quality: 15,870 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Username69's solution](#)

15.

2189C1

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

Quality: 13,901 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Username69's solution](#)

16.

2191D1

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

Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Username69's solution](#)

17.

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Username69's solution](#)

18.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

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19.

2182D

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

Quality: 8,951 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Username69's solution](#)

20.

2187B

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

Quality: 5,288 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Username69's solution](#)

21.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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22.

2189D1

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

Quality: 3,961 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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23.

2191D2

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

Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Username69's solution](#)

24.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

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25.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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26.

2183E

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

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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27.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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28.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

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29.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dsu, games, graphs, greedy, trees

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30.

2182F1

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

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[Username69's solution](#)

31.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[Username69's solution](#)

32.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Username69's solution](#)

33.

2182F2

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

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

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34.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

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35.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

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36.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

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37.

106456H

[Little t's Recurrence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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