

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

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# Unique solved — MCYYDS

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

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

Filters: none

Count: 69

- 1.**  
2217A  
[The Equalizer](#) · [Tutorial](#)  
Quality: 21,835 global accepts · Rating: 800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[\\_MCYYDS\\_'s solution](#)
- 2.**  
2051A  
[Preparing for the Olympiad](#) · [Tutorial](#)  
Quality: 35,181 global accepts · Rating: 800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[\\_MCYYDS\\_'s solution](#)
- 3.**  
2044A  
[Easy Problem](#) · [Tutorial](#)  
Quality: 61,230 global accepts · Rating: 800 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[\\_MCYYDS\\_'s solution](#)
- 4.**  
2204B  
[Right Maximum](#) · [Tutorial](#)  
Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[\\_MCYYDS\\_'s solution](#)
- 5.**  
2204A  
[Passing the Ball](#) · [Tutorial](#)  
Quality: 21,761 global accepts · Rating: 800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[\\_MCYYDS\\_'s solution](#)
- 6.**  
2191A  
[Array Coloring](#) · [Tutorial](#)  
Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[\\_MCYYDS\\_'s solution](#)
- 7.**  
851A  
[Arpa and a research in Mexican wave](#) · [Tutorial](#)  
Quality: 10,311 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[\\_MCYYDS\\_'s solution](#)
- 8.**  
2205B  
[Simons and Cakes for Success](#) · [Tutorial](#)  
Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[\\_MCYYDS\\_'s solution](#)
- 9.**  
2205A  
[Simons and Making It Beautiful](#) · [Tutorial](#)  
Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[\\_MCYYDS\\_'s solution](#)

**10.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[\\_MCYYDS\\_'s solution](#)

**11.**

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[\\_MCYYDS\\_'s solution](#)

**12.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,414 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[\\_MCYYDS\\_'s solution](#)

**13.**

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,920 global accepts · Rating: 1000 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[\\_MCYYDS\\_'s solution](#)

**14.**

2203B

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

Quality: 14,316 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[\\_MCYYDS\\_'s solution](#)

**15.**

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[\\_MCYYDS\\_'s solution](#)

**16.**

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[\\_MCYYDS\\_'s solution](#)

**17.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[\\_MCYYDS\\_'s solution](#)

**18.**

2191D1

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

Rating: 1400 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[\\_MCYYDS\\_'s solution](#)

**19.**

2205C

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

Quality: 7,741 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_MCYYDS\\_'s solution](#)

**20.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math

[\\_MCYYDS\\_'s solution](#)

**21.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[\\_MCYYDS\\_'s solution](#)

**22.**

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[\\_MCYYDS\\_'s solution](#)

**23.**

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[\\_MCYYDS\\_'s solution](#)

**24.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[\\_MCYYDS\\_'s solution](#)

**25.**

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[\\_MCYYDS\\_'s solution](#)

**26.**

2205D

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

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[\\_MCYYDS\\_'s solution](#)

**27.**

2203D

[Divisibility Game](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[\\_MCYYDS\\_'s solution](#)

**28.**

2204E

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

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[\\_MCYYDS\\_'s solution](#)

**29.**

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[\\_MCYYDS\\_'s solution](#)

**30.**

2191D2

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

Rating: 1900 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[\\_MCYYDS\\_'s solution](#)

**31.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[\\_MCYYDS\\_'s solution](#)

**32.**

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[\\_MCYYDS\\_'s solution](#)

**33.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graphs, greedy

[\\_MCYYDS\\_'s solution](#)

**34.**

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar

[\\_MCYYDS\\_'s solution](#)

**35.**

2205E

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

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[\\_MCYYDS\\_'s solution](#)

**36.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[\\_MCYYDS\\_'s solution](#)

**37.**

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[\\_MCYYDS\\_'s solution](#)

**38.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[\\_MCYYDS\\_'s solution](#)

**39.**

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[\\_MCYYDS\\_'s solution](#)

40.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[\\_MCYYDS\\_'s solution](#)

41.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[\\_MCYYDS\\_'s solution](#)

42.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[\\_MCYYDS\\_'s solution](#)

43.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[\\_MCYYDS\\_'s solution](#)

44.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[\\_MCYYDS\\_'s solution](#)

45.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,771 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[\\_MCYYDS\\_'s solution](#)

46.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[\\_MCYYDS\\_'s solution](#)

47.

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, two pointers

[\\_MCYYDS\\_'s solution](#)

48.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[\\_MCYYDS\\_'s solution](#)

49.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[\\_MCYYDS\\_'s solution](#)

**50.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[\\_MCYYDS\\_'s solution](#)

**51.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[\\_MCYYDS\\_'s solution](#)

**52.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[\\_MCYYDS\\_'s solution](#)

**53.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[\\_MCYYDS\\_'s solution](#)

**54.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, greedy, number theory

[\\_MCYYDS\\_'s solution](#)

**55.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[\\_MCYYDS\\_'s solution](#)

**56.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,630 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math

[\\_MCYYDS\\_'s solution](#)

**57.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[\\_MCYYDS\\_'s solution](#)

**58.**

2225B

[Alternating String](#) · [Tutorial](#)

Quality: 14,181 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[\\_MCYYDS\\_'s solution](#)

**59.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[\\_MCYYDS\\_'s solution](#)

**60.**

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[\\_MCYYDS\\_'s solution](#)

**61.**

2220E

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

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[\\_MCYYDS\\_'s solution](#)

**62.**

2220D2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[\\_MCYYDS\\_'s solution](#)

**63.**

2220D1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive  
[\\_MCYYDS\\_'s solution](#)

**64.**

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
[\\_MCYYDS\\_'s solution](#)

**65.**

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,145 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[\\_MCYYDS\\_'s solution](#)

**66.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings  
[\\_MCYYDS\\_'s solution](#)

**67.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive  
[\\_MCYYDS\\_'s solution](#)

**68.**

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation  
[\\_MCYYDS\\_'s solution](#)

**69.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings  
[\\_MCYYDS\\_'s solution](#)