

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

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# Unique solved — akim239

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

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

Filters: none

Count: 66

1.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

[akim239's solution](#)

2.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,559 global accepts · Rating: 800 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: [binary search](#), [brute force](#), [implementation](#), [math](#)

[akim239's solution](#)

3.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: [\\*special](#), [implementation](#), [sortings](#)

[akim239's solution](#)

4.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,497 global accepts · Rating: 800 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: [\\*special](#), [implementation](#)

[akim239's solution](#)

5.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,410 global accepts · Rating: 800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: [implementation](#), [sortings](#), [strings](#)

[akim239's solution](#)

6.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,835 global accepts · Rating: 1100 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: [\\*special](#), [greedy](#), [implementation](#)

[akim239's solution](#)

7.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: [implementation](#), [math](#)

[akim239's solution](#)

8.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)

[akim239's solution](#)

9.

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](#)

[akim239's solution](#)

**10.**

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[akim239's solution](#)

**11.**

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, implementation, strings  
[akim239's solution](#)

**12.**

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: \*special, brute force, number theory  
[akim239's solution](#)

**13.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation  
[akim239's solution](#)

**14.**

523C

[Name Quest](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1400 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, greedy  
[akim239's solution](#)

**15.**

158C

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

Quality: 10,393 global accepts · Rating: 1400 · first AC: 2012-03-03 · Python 2 (first AC) · Tags: \*special, data structures, implementation  
[akim239's solution](#)

**16.**

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: geometry, math  
[akim239's solution](#)

**17.**

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: brute force, implementation  
[akim239's solution](#)

**18.**

523B

[Mean Requests](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 1500 · first AC: 2015-03-15 · GNU C++ (first AC) · Tags: \*special, implementation  
[akim239's solution](#)

**19.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[akim239's solution](#)

**20.**

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[akim239's solution](#)

21.

524A

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

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: implementation

[akim239's solution](#)

22.

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

[akim239's solution](#)

23.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, greedy

[akim239's solution](#)

24.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: \*special, bitmasks, brute force, implementation

[akim239's solution](#)

25.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: implementation

[akim239's solution](#)

26.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1600 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, math

[akim239's solution](#)

27.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[akim239's solution](#)

28.

524B

[BD>D\\$> CÔC CãCÄÖD\\$ 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy

[akim239's solution](#)

29.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation

[akim239's solution](#)

30.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1800 · first AC: 2024-06-04 · Python 3 (first AC) · Tags: greedy

[akim239's solution](#)

31.

532E

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

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

[akim239's solution](#)

**32.**

141C

[Queue](#) · [Tutorial](#)

Quality: 2,727 global accepts · Rating: 1800 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings  
[akim239's solution](#)

**33.**

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy  
[akim239's solution](#)

**34.**

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: math, probabilities  
[akim239's solution](#)

**35.**

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp  
[akim239's solution](#)

**36.**

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: greedy  
[akim239's solution](#)

**37.**

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation  
[akim239's solution](#)

**38.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy  
[akim239's solution](#)

**39.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy  
[akim239's solution](#)

**40.**

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  
[akim239's solution](#)

**41.**

138B

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

Quality: 1,110 global accepts · Rating: 1900 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: greedy  
[akim239's solution](#)

**42.**

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · GNU C++ (first AC) · Tags: binary search, data structures, dp  
[akim239's solution](#)

43.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings  
[akim239's solution](#)

44.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees  
[akim239's solution](#)

45.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[akim239's solution](#)

46.

541C

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

Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —  
[akim239's solution](#)

47.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —  
[akim239's solution](#)

48.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp  
[akim239's solution](#)

49.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings  
[akim239's solution](#)

50.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[akim239's solution](#)

51.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: greedy, two pointers  
[akim239's solution](#)

52.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2024-09-07 · last AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games  
[akim239's solution](#)

53.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[akim239's solution](#)

**54.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[akim239's solution](#)

**55.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[akim239's solution](#)

**56.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: binary search, data structures, probabilities, sortings

[akim239's solution](#)

**57.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy

[akim239's solution](#)

**58.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[akim239's solution](#)

**59.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[akim239's solution](#)

**60.**

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 2300 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: graphs, shortest paths

[akim239's solution](#)

**61.**

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2012-01-08 · GNU C++ (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[akim239's solution](#)

**62.**

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-19 · GNU C++ (first AC) · Tags: dp, implementation

[akim239's solution](#)

**63.**

532F

[Encoding](#) · [Tutorial](#)

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

[akim239's solution](#)

**64.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[akim239's solution](#)

**65.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2011-12-24 · GNU C++ (first AC) · Tags: dp, games

[akim239's solution](#)

**66.**

541E

[Playing on Graph](#) · [Tutorial](#)

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

[akim239's solution](#)