

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

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### Unique solved — bbatti93

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

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

Filters: none

Count: 80

1.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[bbatti93's solution](#)

2.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation  
[bbatti93's solution](#)

3.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation  
[bbatti93's solution](#)

4.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,859 global accepts · Rating: 800 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: brute force, implementation, sortings  
[bbatti93's solution](#)

5.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: graphs  
[bbatti93's solution](#)

6.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-08-17 · last AC: 2016-08-17 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation  
[bbatti93's solution](#)

7.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: implementation  
[bbatti93's solution](#)

8.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: math  
[bbatti93's solution](#)

9.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: implementation  
[bbatti93's solution](#)

**10.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math  
[bbatti93's solution](#)

**11.**

675A

[Infinite Sequence](#) · [Tutorial](#)

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: math  
[bbatti93's solution](#)

**12.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: brute force, implementation  
[bbatti93's solution](#)

**13.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[bbatti93's solution](#)

**14.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math  
[bbatti93's solution](#)

**15.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2017-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[bbatti93's solution](#)

**16.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: greedy, implementation  
[bbatti93's solution](#)

**17.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 1200 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: implementation, math  
[bbatti93's solution](#)

**18.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2025-11-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings  
[bbatti93's solution](#)

**19.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: dsu, implementation  
[bbatti93's solution](#)

**20.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory  
[bbatti93's solution](#)

**21.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp

[bbatti93's solution](#)

**22.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[bbatti93's solution](#)

**23.**

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[bbatti93's solution](#)

**24.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,636 global accepts · Rating: 1400 · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: data structures, geometry, math

[bbatti93's solution](#)

**25.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[bbatti93's solution](#)

**26.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[bbatti93's solution](#)

**27.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[bbatti93's solution](#)

**28.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[bbatti93's solution](#)

**29.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[bbatti93's solution](#)

**30.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[bbatti93's solution](#)

**31.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2016-04-24 · GNU C++ (first AC) · Tags: implementation

[bbatti93's solution](#)

**32.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2015-11-17 · GNU C++ (first AC) · Tags: combinatorics

[bbatti93's solution](#)

**33.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[bbatti93's solution](#)

**34.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[bbatti93's solution](#)

**35.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: dp, strings

[bbatti93's solution](#)

**36.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · last AC: 2016-08-09 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[bbatti93's solution](#)

**37.**

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[bbatti93's solution](#)

**38.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[bbatti93's solution](#)

**39.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-11-24 · GNU C++ (first AC) · Tags: graphs

[bbatti93's solution](#)

**40.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[bbatti93's solution](#)

**41.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[bbatti93's solution](#)

**42.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers  
[bbatti93's solution](#)

**43.**

1023D

[Array Restoration](#) · [Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures  
[bbatti93's solution](#)

**44.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
[bbatti93's solution](#)

**45.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[bbatti93's solution](#)

**46.**

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: dfs and similar, math, probabilities, trees  
[bbatti93's solution](#)

**47.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
[bbatti93's solution](#)

**48.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, number theory  
[bbatti93's solution](#)

**49.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths  
[bbatti93's solution](#)

**50.**

688D

[Remainders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-06-29 · last AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory  
[bbatti93's solution](#)

**51.**

675D

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

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-16 · GNU C++ (first AC) · Tags: data structures, trees  
[bbatti93's solution](#)

**52.**

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2015-06-16 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[bbatti93's solution](#)

**53.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: math, number theory

[bbatti93's solution](#)

**54.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp

[bbatti93's solution](#)

**55.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[bbatti93's solution](#)

**56.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-25 · last AC: 2018-08-25 · GNU C++11 (first AC) · Tags: implementation, math

[bbatti93's solution](#)

**57.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[bbatti93's solution](#)

**58.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[bbatti93's solution](#)

**59.**

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-10-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[bbatti93's solution](#)

**60.**

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[bbatti93's solution](#)

**61.**

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[bbatti93's solution](#)

**62.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[bbatti93's solution](#)

**63.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures  
[bbatti93's solution](#)

**64.**

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-18 · GNU C++ (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings  
[bbatti93's solution](#)

**65.**

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-13 · GNU C++11 (first AC) · Tags: brute force, dp, number theory  
[bbatti93's solution](#)

**66.**

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[bbatti93's solution](#)

**67.**

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-01-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs  
[bbatti93's solution](#)

**68.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[bbatti93's solution](#)

**69.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, implementation  
[bbatti93's solution](#)

**70.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees  
[bbatti93's solution](#)

**71.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings  
[bbatti93's solution](#)

**72.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[bbatti93's solution](#)

**73.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[bbatti93's solution](#)

**74.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities  
[bbatti93's solution](#)

**75.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: binary search, dp  
[bbatti93's solution](#)

**76.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[bbatti93's solution](#)

**77.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[bbatti93's solution](#)

**78.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[bbatti93's solution](#)

**79.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2017-10-26 · GNU C++11 (first AC) · Tags: data structures, graphs  
[bbatti93's solution](#)

**80.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2018-08-16 · GNU C++11 (first AC) · Tags: data structures, dp  
[bbatti93's solution](#)