

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

<https://cfelitetracker.vercel.app>

# Unique solved — brianhsu7476

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

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

Filters: none

Count: 81

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 800 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[brianhsu7476's solution](#)

2.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[brianhsu7476's solution](#)

3.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[brianhsu7476's solution](#)

4.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[brianhsu7476's solution](#)

5.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[brianhsu7476's solution](#)

6.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[brianhsu7476's solution](#)

7.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,966 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[brianhsu7476's solution](#)

8.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[brianhsu7476's solution](#)

9.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[brianhsu7476's solution](#)

**10.**

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[brianhsu7476's solution](#)

**11.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,623 global accepts · Rating: 800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brianhsu7476's solution](#)

**12.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[brianhsu7476's solution](#)

**13.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,449 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brianhsu7476's solution](#)

**14.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,309 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[brianhsu7476's solution](#)

**15.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[brianhsu7476's solution](#)

**16.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[brianhsu7476's solution](#)

**17.**

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[brianhsu7476's solution](#)

**18.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brianhsu7476's solution](#)

**19.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[brianhsu7476's solution](#)

**20.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,895 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

math, sortings

[briansu7476's solution](#)

**21.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[briansu7476's solution](#)

**22.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[briansu7476's solution](#)

**23.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[briansu7476's solution](#)

**24.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[briansu7476's solution](#)

**25.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[briansu7476's solution](#)

**26.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,553 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[briansu7476's solution](#)

**27.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[briansu7476's solution](#)

**28.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[briansu7476's solution](#)

**29.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[briansu7476's solution](#)

**30.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[briansu7476's solution](#)

**31.**

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,655 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[brianhsu7476's solution](#)

**32.**

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[brianhsu7476's solution](#)

**33.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[brianhsu7476's solution](#)

**34.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[brianhsu7476's solution](#)

**35.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[brianhsu7476's solution](#)

**36.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[brianhsu7476's solution](#)

**37.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[brianhsu7476's solution](#)

**38.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[brianhsu7476's solution](#)

**39.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[brianhsu7476's solution](#)

**40.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[brianhsu7476's solution](#)

41.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[brianhsu7476's solution](#)

42.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,561 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy  
[brianhsu7476's solution](#)

43.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[brianhsu7476's solution](#)

44.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[brianhsu7476's solution](#)

45.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[brianhsu7476's solution](#)

46.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[brianhsu7476's solution](#)

47.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings  
[brianhsu7476's solution](#)

48.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, math  
[brianhsu7476's solution](#)

49.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[brianhsu7476's solution](#)

50.

1722E

[Counting Rectangles](#) · [Tutorial](#)

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation  
[brianhsu7476's solution](#)

51.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[brianhsu7476's solution](#)

52.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[brianhsu7476's solution](#)

53.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[brianhsu7476's solution](#)

54.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees  
[brianhsu7476's solution](#)

55.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[brianhsu7476's solution](#)

56.

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[brianhsu7476's solution](#)

57.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[brianhsu7476's solution](#)

58.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math  
[brianhsu7476's solution](#)

59.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[brianhsu7476's solution](#)

60.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[brianhsu7476's solution](#)

**61.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[brianhsu7476's solution](#)

**62.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[brianhsu7476's solution](#)

**63.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[brianhsu7476's solution](#)

**64.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[brianhsu7476's solution](#)

**65.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[brianhsu7476's solution](#)

**66.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[brianhsu7476's solution](#)

**67.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,655 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[brianhsu7476's solution](#)

**68.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[brianhsu7476's solution](#)

**69.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[brianhsu7476's solution](#)

**70.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[brianhsu7476's solution](#)

**71.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[brianhsu7476's solution](#)

**72.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[brianhsu7476's solution](#)

**73.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[brianhsu7476's solution](#)

**74.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[brianhsu7476's solution](#)

**75.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[brianhsu7476's solution](#)

**76.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[brianhsu7476's solution](#)

**77.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[brianhsu7476's solution](#)

**78.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[brianhsu7476's solution](#)

**79.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[brianhsu7476's solution](#)

**80.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation,

math, trees

[briansu7476's solution](#)

**81.**

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[briansu7476's solution](#)