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Unique solved — bugfeature

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

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Count: 18

1.

2209A

[Flip Flops](#) · [Tutorial](#)

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2.

2204B

[Right Maximum](#) · [Tutorial](#)

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3.

2204A

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Quality: 21,741 global accepts · Rating: 800 · first AC: 2026-03-16 · Go (first AC) · Tags: brute force, implementation

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4.

2208A

[Bingo Candies](#) · [Tutorial](#)

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5.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,378 global accepts · Rating: 900 · first AC: 2026-03-21 · Go (first AC) · Tags: greedy

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6.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,397 global accepts · Rating: 1000 · first AC: 2026-03-16 · Go (first AC) · Tags: math, number theory

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7.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · Go (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

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8.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-14 · Go (first AC) · Tags: dp, greedy, math

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9.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · Go (first AC) · Tags: constructive algorithms, interactive

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10.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,917 global accepts · Rating: 1400 · first AC: 2026-03-16 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[bugfeature's solution](#)

11.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · Go (first AC) · Tags: constructive algorithms, greedy

[bugfeature's solution](#)

12.

2204E

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

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · Go (first AC) · Tags: brute force, constructive algorithms, math

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13.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · Go (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[bugfeature's solution](#)

14.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-21 · Go (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[bugfeature's solution](#)

15.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · Go (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[bugfeature's solution](#)

16.

2208D2

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

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-14 · Go (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bugfeature's solution](#)

17.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · Go (first AC) · Tags: data structures, greedy, implementation, trees

[bugfeature's solution](#)

18.

2222G

[Statistics on Tree](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: — · first AC: 2026-04-26 · Go (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

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