

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

<https://cfelitetracker.vercel.app>

# Unique solved — conqueror\_of\_mishai

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

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

Filters: none

Count: 37

- 1.**  
2152A  
[Increase or Smash](#) · [Tutorial](#)  
Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[conqueror\\_of\\_mishai's solution](#)
- 2.**  
2143A  
[All Lengths Subtraction](#) · [Tutorial](#)  
Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: brute force, two pointers  
[conqueror\\_of\\_mishai's solution](#)
- 3.**  
2140A  
[Shift Sort](#) · [Tutorial](#)  
Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[conqueror\\_of\\_mishai's solution](#)
- 4.**  
2125A  
[Difficult Contest](#) · [Tutorial](#)  
Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings, strings  
[conqueror\\_of\\_mishai's solution](#)
- 5.**  
2126A  
[Only One Digit](#) · [Tutorial](#)  
Quality: 51,102 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[conqueror\\_of\\_mishai's solution](#)
- 6.**  
2126B  
[No Casino in the Mountains](#) · [Tutorial](#)  
Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: dp, greedy  
[conqueror\\_of\\_mishai's solution](#)
- 7.**  
2104A  
[Three Decks](#) · [Tutorial](#)  
Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: math  
[conqueror\\_of\\_mishai's solution](#)
- 8.**  
2106A  
[Dr. TC](#) · [Tutorial](#)  
Quality: 36,361 global accepts · Rating: 800 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: brute force, math  
[conqueror\\_of\\_mishai's solution](#)
- 9.**  
2140B  
[Another Divisibility Problem](#) · [Tutorial](#)  
Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
[conqueror\\_of\\_mishai's solution](#)

**10.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,368 global accepts · Rating: 900 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: math, number theory  
[conqueror\\_of\\_mishai's solution](#)

**11.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,385 global accepts · Rating: 900 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[conqueror\\_of\\_mishai's solution](#)

**12.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers  
[conqueror\\_of\\_mishai's solution](#)

**13.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[conqueror\\_of\\_mishai's solution](#)

**14.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[conqueror\\_of\\_mishai's solution](#)

**15.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[conqueror\\_of\\_mishai's solution](#)

**16.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
[conqueror\\_of\\_mishai's solution](#)

**17.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math  
[conqueror\\_of\\_mishai's solution](#)

**18.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,019 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[conqueror\\_of\\_mishai's solution](#)

**19.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games  
[conqueror\\_of\\_mishai's solution](#)

**20.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar,

graphs, greedy

[conqueror\\_of\\_mishai's solution](#)

**21.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[conqueror\\_of\\_mishai's solution](#)

**22.**

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[conqueror\\_of\\_mishai's solution](#)

**23.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, number theory

[conqueror\\_of\\_mishai's solution](#)

**24.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, games, greedy

[conqueror\\_of\\_mishai's solution](#)

**25.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, two pointers

[conqueror\\_of\\_mishai's solution](#)

**26.**

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[conqueror\\_of\\_mishai's solution](#)

**27.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,759 global accepts · Rating: 1700 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[conqueror\\_of\\_mishai's solution](#)

**28.**

2104E

[Unpleasant Strings](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, strings

[conqueror\\_of\\_mishai's solution](#)

**29.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[conqueror\\_of\\_mishai's solution](#)

**30.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[conqueror\\_of\\_mishai's solution](#)

**31.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2025-04-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, greedy, math  
[conqueror\\_of\\_mishai's solution](#)

**32.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings  
[conqueror\\_of\\_mishai's solution](#)

**33.**

2126F

[1-1-1, Free Tree!](#) · [Tutorial](#)

Quality: 4,307 global accepts · Rating: 2000 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, implementation, trees  
[conqueror\\_of\\_mishai's solution](#)

**34.**

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[conqueror\\_of\\_mishai's solution](#)

**35.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers  
[conqueror\\_of\\_mishai's solution](#)

**36.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[conqueror\\_of\\_mishai's solution](#)

**37.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[conqueror\\_of\\_mishai's solution](#)