

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

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# Unique solved — ggorelov why

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

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Filters: none

Count: 89

1.

2211A

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2.

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3.

2185B

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4.

2185A

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2180B

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6.

2180A

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7.

2154A

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8.

2145A

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9.

2152A

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10.

2146A

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**11.**

2144A

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**12.**

2140A

[Shift Sort](#) · [Tutorial](#)

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**13.**

2134A

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**14.**

2130A

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**15.**

2008C

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**16.**

2008B

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**17.**

2008A

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**19.**

1999A

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1996B

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- 21.**  
1996A  
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- 22.**  
1985B  
[Maximum Multiple Sum](#) · [Tutorial](#)  
Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
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- 23.**  
1985A  
[Creating Words](#) · [Tutorial](#)  
Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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- 24.**  
2185C  
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- 25.**  
2140B  
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- 26.**  
1985D  
[Manhattan Circle](#) · [Tutorial](#)  
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- 27.**  
2154B  
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Quality: 19,818 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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- 28.**  
2145B  
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2144B  
[Maximum Cost Permutation](#) · [Tutorial](#)  
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1999B  
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- 31.**  
1985C  
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**32.**

2211B

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**33.**

2185D

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2146B

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**36.**

2008D

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**37.**

1999D

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**38.**

2196A

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**39.**

2189B

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**40.**

2134C

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**41.**

2134B

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1996C  
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1985E  
[Secret Box](#) · [Tutorial](#)  
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2211C1  
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- 45.**  
2189C1  
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- 46.**  
2145C  
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2152B  
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- 48.**  
2146C  
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- 49.**  
2144C  
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- 50.**  
2130C  
[Double Perspective](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy  
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- 51.**  
1999E  
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- 52.**  
2154C1  
[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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**53.**

2152C

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**54.**

2008F

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**55.**

2185E

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**56.**

2146D1

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**57.**

2140C

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**58.**

2008E

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1999G1

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**61.**

1996D

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**62.**

1985F

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**63.**

2196B

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**64.**

2130D

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**65.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

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**66.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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**67.**

2185F

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**68.**

2152D

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**69.**

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

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**70.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

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**71.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

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**72.**

2211C2

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**73.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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**74.**

2185G

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Quality: 3,311 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

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**75.**

2145D

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Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

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**76.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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**77.**

2211D

[AND-array](#) · [Tutorial](#)

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**78.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

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**79.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

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**80.**

1996F

[Bomb](#) · [Tutorial](#)

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**81.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**82.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

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**83.**

2140D

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

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**84.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

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**85.**

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

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**86.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
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**87.**

2196D

[Double Bracket Sequence](#) · [Tutorial](#)

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**88.**

2159D1

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**89.**

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

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