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Unique solved — hardgonnepass

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

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Count: 40

1.

2217A

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2.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

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3.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-03-21 · Scala (first AC) · Tags: greedy

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4.

2204B

[Right Maximum](#) · [Tutorial](#)

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5.

2204A

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6.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-14 · Scala (first AC) · Tags: constructive algorithms, math

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7.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,407 global accepts · Rating: 900 · first AC: 2026-03-21 · Scala (first AC) · Tags: greedy

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8.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,087 global accepts · Rating: 1000 · first AC: 2026-04-07 · F# 9 (first AC) · Tags: greedy, implementation

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9.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1000 · first AC: 2026-03-16 · Scala (first AC) · Tags: math, number theory

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10.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-28 · Scala (first AC) · Tags: constructive algorithms, dp, greedy, math
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11.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-14 · Scala (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

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12.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-07 · F# 9 (first AC) · Tags: chinese remainder theorem, math, number theory

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13.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-28 · Scala (first AC) · Tags: binary search, brute force, greedy, two pointers

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14.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · Scala (first AC) · Tags: dp, greedy, math

[hardgonnepass's solution](#)

15.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-21 · Scala (first AC) · Tags: constructive algorithms, interactive

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16.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · Scala (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

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17.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-28 · Scala (first AC) · Tags: constructive algorithms, dsu, greedy

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18.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-21 · Scala (first AC) · Tags: constructive algorithms, greedy

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19.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · Scala (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

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20.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · F# 9 (first AC) · Tags: greedy, implementation, math

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21.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · Scala (first AC) · Tags: bitmasks, combinatorics, math
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22.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · F# 9 (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings
[hardgonnapass's solution](#)

23.

2209E

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

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-22 · Scala (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings
[hardgonnapass's solution](#)

24.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · F# 9 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities
[hardgonnapass's solution](#)

25.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · Scala (first AC) · Tags: combinatorics, divide and conquer, dp, math
[hardgonnapass's solution](#)

26.

2209F

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

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · F# 9 (first AC) · Tags: data structures, greedy, implementation, trees
[hardgonnapass's solution](#)

27.

2223D

[Zhily and Cycle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2026-05-06 · Java 8 (first AC) · Tags: graphs, greedy
[hardgonnapass's solution](#)

28.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: — · first AC: 2026-05-06 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees
[hardgonnapass's solution](#)

29.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: — · first AC: 2026-05-06 · Java 8 (first AC) · Tags: binary search, dp, math, sortings, two pointers
[hardgonnapass's solution](#)

30.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: — · first AC: 2026-05-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy
[hardgonnapass's solution](#)

31.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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32.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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33.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: constructive algorithms, data structures, sortings

[hardgonnepass's solution](#)

34.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: greedy, sortings

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35.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: dp, math

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36.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · Java 8 (first AC) · Tags: brute force, dp, math

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37.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · Java 8 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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38.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · Java 8 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[hardgonnepass's solution](#)

39.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · Java 8 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

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40.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · Java 8 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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