

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

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# Unique solved — hyx000

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

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

Filters: none

Count: 81

1.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[hyx000's solution](#)

2.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms  
[hyx000's solution](#)

3.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
[hyx000's solution](#)

4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
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5.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[hyx000's solution](#)

6.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings  
[hyx000's solution](#)

7.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,493 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings  
[hyx000's solution](#)

8.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory  
[hyx000's solution](#)

9.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math  
[hyx000's solution](#)

**10.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,208 global accepts · Rating: 800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[hyx000's solution](#)

**11.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[hyx000's solution](#)

**12.**

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[hyx000's solution](#)

**13.**

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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**14.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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**15.**

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[hyx000's solution](#)

**16.**

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[hyx000's solution](#)

**17.**

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[hyx000's solution](#)

**18.**

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[hyx000's solution](#)

**19.**

2048B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**20.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,268 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

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**21.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[hyx000's solution](#)

**22.**

2167D

[Yet Another Array Problem](#) · [Tutorial](#)

Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

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**23.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[hyx000's solution](#)

**24.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[hyx000's solution](#)

**25.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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**26.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**27.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

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**28.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[hyx000's solution](#)

**29.**

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

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**30.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[hyx000's solution](#)

**31.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math  
[hyx000's solution](#)

**32.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[hyx000's solution](#)

**33.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory  
[hyx000's solution](#)

**34.**

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings  
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**35.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[hyx000's solution](#)

**36.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers  
[hyx000's solution](#)

**37.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,149 global accepts · Rating: 1500 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[hyx000's solution](#)

**38.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math  
[hyx000's solution](#)

**39.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[hyx000's solution](#)

**40.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings  
[hyx000's solution](#)

**41.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[hyx000's solution](#)

**42.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees  
[hyx000's solution](#)

**43.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy  
[hyx000's solution](#)

**44.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees  
[hyx000's solution](#)

**45.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings  
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**46.**

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math  
[hyx000's solution](#)

**47.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers  
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**48.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[hyx000's solution](#)

**49.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[hyx000's solution](#)

**50.**

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[hyx000's solution](#)

**51.**

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[hyx000's solution](#)

**52.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[hyx000's solution](#)

**53.**

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[hyx000's solution](#)

**54.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[hyx000's solution](#)

**55.**

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[hyx000's solution](#)

**56.**

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

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**57.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[hyx000's solution](#)

**58.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[hyx000's solution](#)

**59.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy  
[hyx000's solution](#)

**60.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[hyx000's solution](#)

**61.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[hyx000's solution](#)

**62.**

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[hyx000's solution](#)

**63.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[hyx000's solution](#)

**64.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[hyx000's solution](#)

**65.**

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[hyx000's solution](#)

**66.**

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[hyx000's solution](#)

**67.**

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[hyx000's solution](#)

**68.**

2043E

[Matrix Transformation](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[hyx000's solution](#)

**69.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, probabilities

[hyx000's solution](#)

**70.**

2163D2

[Diadrash \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[hyx000's solution](#)

**71.**

2059E1

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

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-03 · last AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[hyx000's solution](#)

**72.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[hyx000's solution](#)

**73.**

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[hyx000's solution](#)

**74.**

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hyx000's solution](#)

**75.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hyx000's solution](#)

**76.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hyx000's solution](#)

**77.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[hyx000's solution](#)

**78.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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**79.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

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[hyx000's solution](#)

**80.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**81.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

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[hyx000's solution](#)