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Unique solved — idontwannadothisanymore

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

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Filters: none

Count: 35

1.

2170A

[Maximum Neighborhood](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [math](#)

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2.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

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3.

2162A

[Beautiful Average](#) · [Tutorial](#)

Quality: 41,586 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [greedy](#)

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4.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,853 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)

[idontwannadothisanymore's solution](#)

5.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,052 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

[idontwannadothisanymore's solution](#)

6.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#)

[idontwannadothisanymore's solution](#)

7.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [implementation](#)

[idontwannadothisanymore's solution](#)

8.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,323 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [greedy](#)

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9.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [math](#)

[idontwannadothisanymore's solution](#)

10.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[idontwannadothisanymore's solution](#)

11.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[idontwannadothisanymore's solution](#)

12.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[idontwannadothisanymore's solution](#)

13.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[idontwannadothisanymore's solution](#)

14.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[idontwannadothisanymore's solution](#)

15.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[idontwannadothisanymore's solution](#)

16.

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules

[idontwannadothisanymore's solution](#)

17.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[idontwannadothisanymore's solution](#)

18.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[idontwannadothisanymore's solution](#)

19.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[idontwannadothisanymore's solution](#)

20.

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[idontwannadothisanymore's solution](#)

21.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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22.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[idontwannadothisanymore's solution](#)

23.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

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24.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[idontwannadothisanymore's solution](#)

25.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[idontwannadothisanymore's solution](#)

26.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[idontwannadothisanymore's solution](#)

27.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,760 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[idontwannadothisanymore's solution](#)

28.

2222D

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

Quality: 3,175 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[idontwannadothisanymore's solution](#)

29.

2222B

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

Quality: 7,261 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[idontwannadothisanymore's solution](#)

30.

2222A

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

Quality: 9,969 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[idontwannadothisanymore's solution](#)

31.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[idontwannadothisanymore's solution](#)

32.

2219C

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

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[idontwannadothisanymore's solution](#)

33.

2219B2

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

Quality: 3,205 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[idontwannadothisanymore's solution](#)

34.

2219B1

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

Quality: 3,598 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[idontwannadothisanymore's solution](#)

35.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[idontwannadothisanymore's solution](#)