

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

<https://cfelitetracker.vercel.app>

Unique solved — little account2

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

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

Filters: none

Count: 51

1.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,751 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: [games](#), [math](#), [number theory](#)

[little_account2's solution](#)

2.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,853 global accepts · Rating: 800 · first AC: 2023-11-17 · last AC: 2023-11-17 · Clang++20 Diagnostics (first AC) · Tags: [brute force](#), [math](#)

[little_account2's solution](#)

3.

1708A

[Difference Operations](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)

[little_account2's solution](#)

4.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: [*special](#), [math](#)

[little_account2's solution](#)

5.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,128 global accepts · Rating: 800 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: [math](#)

[little_account2's solution](#)

6.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,438 global accepts · Rating: 800 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: [implementation](#)

[little_account2's solution](#)

7.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-07-12 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[little_account2's solution](#)

8.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2018-07-28 · GNU C++11 (first AC) · Tags: [data structures](#), [implementation](#)

[little_account2's solution](#)

9.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: [brute force](#), [math](#), [number theory](#)

[little_account2's solution](#)

10.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: brute force, implementation
[little_account2's solution](#)

11.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory
[little_account2's solution](#)

12.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: combinatorics
[little_account2's solution](#)

13.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · last AC: 2020-11-27 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math
[little_account2's solution](#)

14.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: implementation
[little_account2's solution](#)

15.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: implementation
[little_account2's solution](#)

16.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, implementation
[little_account2's solution](#)

17.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: implementation
[little_account2's solution](#)

18.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: sortings
[little_account2's solution](#)

19.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2015-11-04 · GNU C++ (first AC) · Tags: geometry, sortings
[little_account2's solution](#)

20.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: brute force, geometry, math

[little_account2's solution](#)

21.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, math

[little_account2's solution](#)

22.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[little_account2's solution](#)

23.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[little_account2's solution](#)

24.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees

[little_account2's solution](#)

25.

599D

[Spongebob and Squares](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: brute force, math

[little_account2's solution](#)

26.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[little_account2's solution](#)

27.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math

[little_account2's solution](#)

28.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · last AC: 2020-11-27 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[little_account2's solution](#)

29.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: data structures

[little_account2's solution](#)

30.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-11-01 · last AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[little_account2's solution](#)

31.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[little_account2's solution](#)

32.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2017-06-25 · last AC: 2017-06-25 · GNU C++ (first AC) · Tags: binary search, data structures, hashing

[little_account2's solution](#)

33.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation

[little_account2's solution](#)

34.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-05 · GNU C++ (first AC) · Tags: dp, matrices

[little_account2's solution](#)

35.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[little_account2's solution](#)

36.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[little_account2's solution](#)

37.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 2500 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: dp, graphs, greedy

[little_account2's solution](#)

38.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[little_account2's solution](#)

39.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[little_account2's solution](#)

40.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[little_account2's solution](#)

41.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[little_account2's solution](#)

42.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-07-25 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[little_account2's solution](#)

43.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[little_account2's solution](#)

44.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[little_account2's solution](#)

45.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[little_account2's solution](#)

46.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2019-07-11 · last AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[little_account2's solution](#)

47.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry
[little_account2's solution](#)

48.

100431A

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

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[little_account2's solution](#)

49.

101470C

[UFO](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · last AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[little_account2's solution](#)

50.

100325F

[London Streets](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[little_account2's solution](#)

51.

100325A

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

Rating: — · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[little_account2's solution](#)