

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

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# Unique solved — melancholy

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Count: 40

1.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 800 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [geometry](#), [math](#)  
[melancholy\\_'s solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)  
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3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

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4.

2157A

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

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5.

2172A

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Quality: 14,521 global accepts · Rating: 800 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#)  
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6.

2163A

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

Quality: 19,592 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [greedy](#), [math](#), [sortings](#)  
[melancholy\\_'s solution](#)

7.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: [geometry](#), [math](#)  
[melancholy\\_'s solution](#)

8.

2160A

[MEX Partition](#) · [Tutorial](#)

Quality: 22,454 global accepts · Rating: 800 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)  
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9.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

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**10.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

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**11.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
[melancholy\\_'s solution](#)

**12.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,760 global accepts · Rating: 1100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**13.**

1446A

[Knapsack](#) · [Tutorial](#)

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**14.**

2165A

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**15.**

2160C

[Reverse XOR](#) · [Tutorial](#)

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**16.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

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**17.**

2163C

[Monopati](#) · [Tutorial](#)

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**18.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings  
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**19.**

2157D

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

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**20.**

2163B

[Siga ta Kymata](#) · Tutorial

Quality: 9,130 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**21.**

1691D

[Max GEQ Sum](#) · Tutorial

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[melancholy\\_'s solution](#)

**22.**

2153D

[Not Alone](#) · Tutorial

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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**23.**

61E

[Enemy is weak](#) · Tutorial

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

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**24.**

366C

[Dima and Salad](#) · Tutorial

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2026-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[melancholy\\_'s solution](#)

**25.**

687C

[The Values You Can Make](#) · Tutorial

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2026-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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**26.**

2180D

[Insolvable Disks](#) · Tutorial

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[melancholy\\_'s solution](#)

**27.**

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

[melancholy\\_'s solution](#)

**28.**

2165B

[Marble Council](#) · Tutorial

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[melancholy\\_'s solution](#)

**29.**

475D

[CGCDSSQ](#) · Tutorial

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[melancholy\\_'s solution](#)

**30.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
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**31.**

2163D1

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

Quality: 2,730 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive  
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**32.**

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
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**33.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths  
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**34.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math  
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**35.**

2160F

[Twin Polynomials](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, math  
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**36.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees  
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**37.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
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**38.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers  
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**39.**

2163E

[Plegma](#) · [Tutorial](#)

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**40.**

2180F1

[Control Car \(Easy Version\) · Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities  
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