

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

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# Unique solved — meopass

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

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

Filters: none

Count: 47

- 1.**  
2182B  
[New Year Cake](#) · [Tutorial](#)  
Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
[meopass's solution](#)
- 2.**  
2182A  
[New Year String](#) · [Tutorial](#)  
Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[meopass's solution](#)
- 3.**  
2175A  
[Little Fairy's Painting](#) · [Tutorial](#)  
Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation  
[meopass's solution](#)
- 4.**  
2173A  
[Sleeping Through Classes](#) · [Tutorial](#)  
Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[meopass's solution](#)
- 5.**  
2163A  
[Souvlaki VS. Kalamaki](#) · [Tutorial](#)  
Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
[meopass's solution](#)
- 6.**  
2162A  
[Beautiful Average](#) · [Tutorial](#)  
Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[meopass's solution](#)
- 7.**  
2064A  
[Brogramming Contest](#) · [Tutorial](#)  
Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[meopass's solution](#)
- 8.**  
2059A  
[Milya and Two Arrays](#) · [Tutorial](#)  
Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[meopass's solution](#)
- 9.**  
1858A  
[Buttons](#) · [Tutorial](#)  
Quality: 66,376 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[meopass's solution](#)

**10.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[meopass's solution](#)

**11.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[meopass's solution](#)

**12.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[meopass's solution](#)

**13.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,916 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[meopass's solution](#)

**14.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[meopass's solution](#)

**15.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[meopass's solution](#)

**16.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[meopass's solution](#)

**17.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[meopass's solution](#)

**18.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[meopass's solution](#)

**19.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp  
[meopass's solution](#)

**20.**

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[meopass's solution](#)

**21.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[meopass's solution](#)

**22.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[meopass's solution](#)

**23.**

2059B

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

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[meopass's solution](#)

**24.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[meopass's solution](#)

**25.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,399 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[meopass's solution](#)

**26.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[meopass's solution](#)

**27.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[meopass's solution](#)

**28.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[meopass's solution](#)

**29.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[meopass's solution](#)

**30.**

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, schedules

[meopass's solution](#)

**31.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[meopass's solution](#)

**32.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[meopass's solution](#)

**33.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[meopass's solution](#)

**34.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,182 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[meopass's solution](#)

**35.**

2175D

[Wishing Cards](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[meopass's solution](#)

**36.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[meopass's solution](#)

**37.**

1855C2

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

Rating: 1900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[meopass's solution](#)

**38.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2023-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[meopass's solution](#)

**39.**

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[meopass's solution](#)

**40.**

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

[meopass's solution](#)

**41.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[meopass's solution](#)

**42.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

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**43.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[meopass's solution](#)

**44.**

2175E1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[meopass's solution](#)

**45.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[meopass's solution](#)

**46.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[meopass's solution](#)

**47.**

2175E2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[meopass's solution](#)