

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

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Unique solved — not natural fruits

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

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

Filters: none

Count: 77

- 1.**
2049A
[MEX Destruction](#) · [Tutorial](#)
Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[not_natural_fruits's solution](#)
- 2.**
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
[not_natural_fruits's solution](#)
- 3.**
2047A
[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)
Quality: 17,838 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[not_natural_fruits's solution](#)
- 4.**
2039A
[Shohag Loves Mod](#) · [Tutorial](#)
Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[not_natural_fruits's solution](#)
- 5.**
1996B
[Scale](#) · [Tutorial](#)
Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[not_natural_fruits's solution](#)
- 6.**
1996A
[Legs](#) · [Tutorial](#)
Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[not_natural_fruits's solution](#)
- 7.**
1974B
[Symmetric Encoding](#) · [Tutorial](#)
Quality: 34,485 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[not_natural_fruits's solution](#)
- 8.**
1974A
[Phone Desktop](#) · [Tutorial](#)
Quality: 37,910 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[not_natural_fruits's solution](#)
- 9.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,704 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[not_natural_fruits's solution](#)

10.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[not_natural_fruits's solution](#)

11.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[not_natural_fruits's solution](#)

12.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,454 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[not_natural_fruits's solution](#)

13.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[not_natural_fruits's solution](#)

14.

2047B

[Replace Character](#) · [Tutorial](#)

Quality: 19,247 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings
[not_natural_fruits's solution](#)

15.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,573 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[not_natural_fruits's solution](#)

16.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[not_natural_fruits's solution](#)

17.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[not_natural_fruits's solution](#)

18.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp
[not_natural_fruits's solution](#)

19.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,553 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[not_natural_fruits's solution](#)

20.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[not_natural_fruits's solution](#)

21.

2047C

[Swap Columns and Find a Path](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[not_natural_fruits's solution](#)

22.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[not_natural_fruits's solution](#)

23.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[not_natural_fruits's solution](#)

24.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[not_natural_fruits's solution](#)

25.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[not_natural_fruits's solution](#)

26.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[not_natural_fruits's solution](#)

27.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[not_natural_fruits's solution](#)

28.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[not_natural_fruits's solution](#)

29.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[not_natural_fruits's solution](#)

30.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, math

[not_natural_fruits's solution](#)

31.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[not_natural_fruits's solution](#)

32.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[not_natural_fruits's solution](#)

33.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[not_natural_fruits's solution](#)

34.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,335 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[not_natural_fruits's solution](#)

35.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,160 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, sortings

[not_natural_fruits's solution](#)

36.

2048D

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

Quality: 8,310 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

[not_natural_fruits's solution](#)

37.

2047D

[Move Back at a Cost](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[not_natural_fruits's solution](#)

38.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[not_natural_fruits's solution](#)

39.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[not_natural_fruits's solution](#)

40.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[not_natural_fruits's solution](#)

41.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[not_natural_fruits's solution](#)

42.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[not_natural_fruits's solution](#)

43.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,486 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[not_natural_fruits's solution](#)

44.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[not_natural_fruits's solution](#)

45.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[not_natural_fruits's solution](#)

46.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[not_natural_fruits's solution](#)

47.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[not_natural_fruits's solution](#)

48.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[not_natural_fruits's solution](#)

49.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,321 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[not_natural_fruits's solution](#)

50.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[not_natural_fruits's solution](#)

51.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[not_natural_fruits's solution](#)

52.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[not_natural_fruits's solution](#)

53.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[not_natural_fruits's solution](#)

54.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[not_natural_fruits's solution](#)

55.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

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

[not_natural_fruits's solution](#)

56.

105972D

[A^5C^FC.,8 C" \\$ôTâ5](#)

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

[not_natural_fruits's solution](#)

57.

105972F

[AôC\\$5D,,5D BC\\$8CR ?Câ CCô8C\\$5D AC,,BCTBD0](#)

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

[not_natural_fruits's solution](#)

58.

105972L

[Sasha and the Homework](#) · [Tutorial](#)

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

[not_natural_fruits's solution](#)

59.

105972G

[A 50tC60D =C O D 0C >D\\$0 D ?C <DôBDÂN](#)

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

[not_natural_fruits's solution](#)

60.

105972E

[B 00Ä>C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[not_natural_fruits's solution](#)

61.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[not_natural_fruits's solution](#)

62.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[not_natural_fruits's solution](#)

63.

104936D

[Collecting Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[not_natural_fruits's solution](#)

64.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive
[not_natural_fruits's solution](#)

65.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[not_natural_fruits's solution](#)

66.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)

67.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)

68.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, fft, math
[not_natural_fruits's solution](#)

69.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory
[not_natural_fruits's solution](#)

70.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, games, interactive
[not_natural_fruits's solution](#)

71.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[not_natural_fruits's solution](#)

72.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[not_natural_fruits's solution](#)

73.

2011F

[Good Subarray · Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy
[not_natural_fruits's solution](#)

74.

2011D

[Among Wolves · Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)

75.

2011C

[Split the Expression · Tutorial](#)

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)

76.

2011B

[Shuffle · Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)

77.

2011A

[Problem Solving · Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[not_natural_fruits's solution](#)