

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

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### Unique solved — rns\_jhm

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

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

Filters: none

Count: 52

1.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,317 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#)  
[rns\\_jhm's solution](#)

2.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,190 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)  
[rns\\_jhm's solution](#)

3.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,012 global accepts · Rating: 800 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)  
[rns\\_jhm's solution](#)

4.

2188A

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

Quality: 25,922 global accepts · Rating: 800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#)  
[rns\\_jhm's solution](#)

5.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,378 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[rns\\_jhm's solution](#)

6.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,737 global accepts · Rating: 800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)  
[rns\\_jhm's solution](#)

7.

2151A

[Incremental Subarray](#) · [Tutorial](#)

Quality: 17,963 global accepts · Rating: 800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: [math](#), [strings](#)  
[rns\\_jhm's solution](#)

8.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,660 global accepts · Rating: 800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
[rns\\_jhm's solution](#)

9.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [number theory](#)  
[rns\\_jhm's solution](#)

10.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[rns\\_jhm's solution](#)

**11.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,470 global accepts · Rating: 900 · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[rns\\_jhm's solution](#)

**12.**

2203B

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

Quality: 14,319 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math  
[rns\\_jhm's solution](#)

**13.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,025 global accepts · Rating: 1000 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[rns\\_jhm's solution](#)

**14.**

2175C

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

Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[rns\\_jhm's solution](#)

**15.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[rns\\_jhm's solution](#)

**16.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[rns\\_jhm's solution](#)

**17.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[rns\\_jhm's solution](#)

**18.**

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[rns\\_jhm's solution](#)

**19.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[rns\\_jhm's solution](#)

**20.**

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,835 global accepts · Rating: 1400 · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[rns\\_jhm's solution](#)

**21.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,744 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[rns\\_jhm's solution](#)

**22.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[rns\\_jhm's solution](#)

**23.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[rns\\_jhm's solution](#)

**24.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[rns\\_jhm's solution](#)

**25.**

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[rns\\_jhm's solution](#)

**26.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2026-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[rns\\_jhm's solution](#)

**27.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[rns\\_jhm's solution](#)

**28.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,073 global accepts · Rating: 2100 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[rns\\_jhm's solution](#)

**29.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[rns\\_jhm's solution](#)

**30.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[rns\\_jhm's solution](#)

**31.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[rns\\_jhm's solution](#)

**32.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[rns\\_jhm's solution](#)

**33.**

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-09-30 · last AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[rns\\_jhm's solution](#)

**34.**

2226G

[Stop Spot](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, trees

[rns\\_jhm's solution](#)

**35.**

2226D

[Reserved Reversals](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[rns\\_jhm's solution](#)

**36.**

2226E

[Mental Monumental \(Hard Version\)](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, two pointers

[rns\\_jhm's solution](#)

**37.**

2226C

[Mental Monumental \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[rns\\_jhm's solution](#)

**38.**

2226B

[Everything Everywhere](#) · [Tutorial](#)

Quality: 10,121 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[rns\\_jhm's solution](#)

**39.**

2226A

[Disturbing Distribution](#) · [Tutorial](#)

Quality: 11,257 global accepts · Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rns\\_jhm's solution](#)

**40.**

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[rns\\_jhm's solution](#)

**41.**

2225G

[Simple Problem](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: — · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, number theory

[rns\\_jhm's solution](#)

42.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math  
[rns\\_jhm's solution](#)

43.

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math  
[rns\\_jhm's solution](#)

44.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[rns\\_jhm's solution](#)

45.

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[rns\\_jhm's solution](#)

46.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[rns\\_jhm's solution](#)

47.

2220E

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

Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[rns\\_jhm's solution](#)

48.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[rns\\_jhm's solution](#)

49.

2220C

[Grid L](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[rns\\_jhm's solution](#)

50.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,151 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[rns\\_jhm's solution](#)

51.

105922K

[Maximum Profit](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rns\\_jhm's solution](#)

52.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rns\\_jhm's solution](#)