

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

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# Unique solved — saaaalty

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

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Filters: none

Count: 42

1.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
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2.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,639 global accepts · Rating: 800 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [greedy](#), [math](#)  
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3.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)  
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4.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: [dp](#), [geometry](#), [greedy](#), [math](#)  
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5.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)  
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6.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: [geometry](#), [implementation](#), [math](#)  
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7.

2055B

[Crafting](#) · [Tutorial](#)

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8.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-05 · last AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [sortings](#)  
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9.

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#)

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**10.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

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**11.**

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

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**12.**

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[saaaalty's solution](#)

**13.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[saaaalty's solution](#)

**14.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

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**15.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**16.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,800 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**17.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

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**18.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

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**19.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

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**20.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

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**21.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

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**22.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

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**23.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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**24.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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**25.**

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

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**26.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

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**27.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

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**28.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

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**29.**

2066D1

[Club of Young Aircraft Builders \(easy version\) · Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · last AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**30.**

1631F

[Flipping Range · Tutorial](#)

Rating: 2400 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

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**31.**

2056E

[Nested Segments · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

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**32.**

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

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**33.**

1845E

[Boxes and Balls · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

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**34.**

2053F

[Earnest Matrix Complement · Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

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**35.**

2077E

[Another Folding Strip · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

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**36.**

2056F1

[Xor of Median \(Easy Version\) · Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-01-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[saaaalty's solution](#)

**37.**

2053I1

[Affectionate Arrays \(Easy Version\) · Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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**38.**

1845F

[Swimmers in the Pool · Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math, number theory

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**39.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-12 · last AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**40.**

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

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**41.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

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**42.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

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