

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

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# Unique solved — sheyasutaka

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

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

Filters: none

Count: 91

1.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
[sheyasutaka's solution](#)

2.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)  
[sheyasutaka's solution](#)

3.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [sortings](#)  
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4.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [chinese remainder theorem](#), [math](#), [number theory](#)  
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5.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [number theory](#)  
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6.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)  
[sheyasutaka's solution](#)

7.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [math](#)  
[sheyasutaka's solution](#)

8.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [greedy](#)  
[sheyasutaka's solution](#)

9.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#), [number theory](#)  
[sheyasutaka's solution](#)

**10.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[sheyasutaka's solution](#)

**11.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[sheyasutaka's solution](#)

**12.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[sheyasutaka's solution](#)

**13.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[sheyasutaka's solution](#)

**14.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[sheyasutaka's solution](#)

**15.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[sheyasutaka's solution](#)

**16.**

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[sheyasutaka's solution](#)

**17.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

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**18.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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**19.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**20.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

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**21.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

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**22.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

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**23.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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**24.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,403 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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**25.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**26.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[sheyasutaka's solution](#)

**27.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**28.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**29.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[sheyasutaka's solution](#)

**30.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[sheyasutaka's solution](#)

**31.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[sheyasutaka's solution](#)

**32.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[sheyasutaka's solution](#)

**33.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sheyasutaka's solution](#)

**34.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[sheyasutaka's solution](#)

**35.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

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**36.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[sheyasutaka's solution](#)

**37.**

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

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**38.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

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**39.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[sheyasutaka's solution](#)

40.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[sheyasutaka's solution](#)

41.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

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42.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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43.

2024F

[Many Games](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

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44.

105698A

[actGenshinImp](#) · [Tutorial](#)

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45.

105698C

[Candidate Elimination](#) · [Tutorial](#)

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46.

105698E

[Extra Character](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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47.

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

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48.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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49.

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —

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50.

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

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**51.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**52.**

101221E

[Maze Reduction](#) · [Tutorial](#)

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**53.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**54.**

101221K

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**55.**

104288B

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**56.**

105255F

[Tilting Tiles](#) · [Tutorial](#)

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**57.**

105255B

[Schedule](#) · [Tutorial](#)

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**58.**

105255K

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**59.**

105255H

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**60.**

105255D

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**61.**

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**62.**

105255A

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**63.**

105255I

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**64.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

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**65.**

104288G

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**66.**

104288J

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**67.**

104288A

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**68.**

104288L

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**69.**

104288C

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**70.**

104288H

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**71.**

102511J

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**72.**

102511H

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**73.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**74.**

102511E

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**75.**

102511A

[Azulejos](#) · [Tutorial](#)

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**76.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**77.**

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**78.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

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**79.**

102482A

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Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**80.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

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**81.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**82.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**83.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C# 8 (first AC) · Tags: —

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**84.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**85.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C# 8 (first AC) · Tags: —

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**86.**

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C# 8 (first AC) · Tags: —

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**87.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**88.**

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**89.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

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**90.**

104871H

[Human Resources](#) · [Tutorial](#)

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**91.**

104871E

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