

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

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# Unique solved — sjtu-wya2007

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

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Filters: none

Count: 83

1.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sjtu-wya2007's solution](#)

2.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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3.

2197A

[Friendly Numbers](#) · [Tutorial](#)

Quality: 22,870 global accepts · Rating: 800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, expression parsing, math, schedules

[sjtu-wya2007's solution](#)

4.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,847 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[sjtu-wya2007's solution](#)

5.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sjtu-wya2007's solution](#)

6.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[sjtu-wya2007's solution](#)

7.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[sjtu-wya2007's solution](#)

8.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[sjtu-wya2007's solution](#)

9.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[sjtu-wya2007's solution](#)

**10.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2026-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[sjtu-wya2007's solution](#)

**11.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[sjtu-wya2007's solution](#)

**12.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[sjtu-wya2007's solution](#)

**13.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[sjtu-wya2007's solution](#)

**14.**

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[sjtu-wya2007's solution](#)

**15.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[sjtu-wya2007's solution](#)

**16.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[sjtu-wya2007's solution](#)

**17.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[sjtu-wya2007's solution](#)

**18.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[sjtu-wya2007's solution](#)

**19.**

2197B

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

Quality: 15,905 global accepts · Rating: 1100 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules, sortings, two pointers  
[sjtu-wya2007's solution](#)

- 20.**  
2193D  
[Monster Game](#) · [Tutorial](#)  
Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[sjtu-wya2007's solution](#)
- 21.**  
2019B  
[All Pairs Segments](#) · [Tutorial](#)  
Quality: 17,282 global accepts · Rating: 1200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[sjtu-wya2007's solution](#)
- 22.**  
552B  
[Vanya and Books](#) · [Tutorial](#)  
Quality: 16,073 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[sjtu-wya2007's solution](#)
- 23.**  
1315C  
[Restoring Permutation](#) · [Tutorial](#)  
Quality: 10,656 global accepts · Rating: 1200 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[sjtu-wya2007's solution](#)
- 24.**  
2197C  
[Game with a Fraction](#) · [Tutorial](#)  
Rating: 1200 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[sjtu-wya2007's solution](#)
- 25.**  
2189B  
[The Curse of the Frog](#) · [Tutorial](#)  
Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[sjtu-wya2007's solution](#)
- 26.**  
956A  
[Mystical Mosaic](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[sjtu-wya2007's solution](#)
- 27.**  
953A  
[2-3-numbers](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[sjtu-wya2007's solution](#)
- 28.**  
2102C  
[Mex in the Grid](#) · [Tutorial](#)  
Rating: 1300 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[sjtu-wya2007's solution](#)
- 29.**  
1829F  
[Forever Winter](#) · [Tutorial](#)  
Quality: 21,854 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[sjtu-wya2007's solution](#)
- 30.**  
2201A1  
[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)  
Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[sjtu-wya2007's solution](#)

**31.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[sjtu-wya2007's solution](#)

**32.**

2188C

[Restricted Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[sjtu-wya2007's solution](#)

**33.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, shortest paths

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**34.**

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[sjtu-wya2007's solution](#)

**35.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[sjtu-wya2007's solution](#)

**36.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[sjtu-wya2007's solution](#)

**37.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[sjtu-wya2007's solution](#)

**38.**

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[sjtu-wya2007's solution](#)

**39.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[sjtu-wya2007's solution](#)

**40.**

2197D

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[sjtu-wya2007's solution](#)

41.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[sjtu-wya2007's solution](#)

42.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[sjtu-wya2007's solution](#)

43.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[sjtu-wya2007's solution](#)

44.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[sjtu-wya2007's solution](#)

45.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[sjtu-wya2007's solution](#)

46.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[sjtu-wya2007's solution](#)

47.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[sjtu-wya2007's solution](#)

48.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[sjtu-wya2007's solution](#)

49.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[sjtu-wya2007's solution](#)

50.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[sjtu-wya2007's solution](#)

51.

2102D

[Quartet Swapping](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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**52.**

2197E1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[sjtu-wya2007's solution](#)

**53.**

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[sjtu-wya2007's solution](#)

**54.**

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[sjtu-wya2007's solution](#)

**55.**

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
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**56.**

552D

[Vanya and Triangles](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings  
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**57.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory  
[sjtu-wya2007's solution](#)

**58.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings  
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**59.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

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**60.**

2197E2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
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**61.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation  
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**62.**

552E

[Vanya and Brackets](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[sjtu-wya2007's solution](#)

**63.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[sjtu-wya2007's solution](#)

**64.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[sjtu-wya2007's solution](#)

**65.**

2019F

[Max Plus Min Plus Size](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[sjtu-wya2007's solution](#)

**66.**

2102E

[23 Kingdom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, ternary search, two pointers

[sjtu-wya2007's solution](#)

**67.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[sjtu-wya2007's solution](#)

**68.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[sjtu-wya2007's solution](#)

**69.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[sjtu-wya2007's solution](#)

**70.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[sjtu-wya2007's solution](#)

**71.**

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[sjtu-wya2007's solution](#)

**72.**

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs  
[sjtu-wya2007's solution](#)

**73.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2026-04-15 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation  
[sjtu-wya2007's solution](#)

**74.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[sjtu-wya2007's solution](#)

**75.**

1314B

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

Rating: 2500 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[sjtu-wya2007's solution](#)

**76.**

2102F

[Mani and Segments](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[sjtu-wya2007's solution](#)

**77.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[sjtu-wya2007's solution](#)

**78.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[sjtu-wya2007's solution](#)

**79.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[sjtu-wya2007's solution](#)

**80.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2026-04-01 · last AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**81.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths  
[sjtu-wya2007's solution](#)

**82.**

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings  
[sjtu-wya2007's solution](#)

**83.**

1563E

[Down Below](#) · [Tutorial](#)

Rating: 3000 · first AC: 2026-04-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[sjtu-wya2007's solution](#)