

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

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# Unique solved — tuagoale

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

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Filters: none

Count: 44

1.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#), [math](#)  
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2.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [math](#)  
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3.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [data structures](#), [greedy](#), [sortings](#)  
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4.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [greedy](#)  
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5.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: [greedy](#), [strings](#)  
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6.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#)  
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7.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,465 global accepts · Rating: 800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: [bitmasks](#), [greedy](#), [math](#)  
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8.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [dp](#), [greedy](#), [implementation](#)  
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9.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#)

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**10.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
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**11.**

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
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**12.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**13.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
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**14.**

1437B

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Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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**15.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
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**16.**

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
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**17.**

1499C

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Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math  
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**18.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
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**19.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy  
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**20.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

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**21.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
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**22.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths  
[tuagoale's solution](#)

**23.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math  
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**24.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
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**25.**

1442A

[Extreme Subtraction](#) · [Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[tuagoale's solution](#)

**26.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
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**27.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths  
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**28.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
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**29.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
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**30.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

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**31.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

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**32.**

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

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**33.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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**34.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

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**35.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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**36.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

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**37.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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**38.**

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

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**39.**

1481E

[Sorting Books](#) · [Tutorial](#)

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**40.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers

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**41.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

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**42.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: dp, greedy, trees

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**43.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

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**44.**

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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