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Unique solved — whu loser

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

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

Filters: none

Count: 58

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,832 global accepts · Rating: 800 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[whu loser's solution](#)

2.

2188A

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

Quality: 25,904 global accepts · Rating: 800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[whu loser's solution](#)

3.

2193B

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

Quality: 30,114 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[whu loser's solution](#)

4.

2193A

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

Quality: 42,647 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[whu loser's solution](#)

5.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[whu loser's solution](#)

6.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,777 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[whu loser's solution](#)

7.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,697 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[whu loser's solution](#)

8.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,075 global accepts · Rating: 800 · first AC: 2026-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[whu loser's solution](#)

9.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,977 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[whu loser's solution](#)

10.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[whu_loser's solution](#)

11.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,009 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[whu_loser's solution](#)

12.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[whu_loser's solution](#)

13.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,905 global accepts · Rating: 1000 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, sortings

[whu_loser's solution](#)

14.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,571 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[whu_loser's solution](#)

15.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,679 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[whu_loser's solution](#)

16.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[whu_loser's solution](#)

17.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[whu_loser's solution](#)

18.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[whu_loser's solution](#)

19.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[whu_loser's solution](#)

20.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp,

math, number theory
[whu_loser's solution](#)

21.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[whu_loser's solution](#)

22.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths
[whu_loser's solution](#)

23.

2189C1

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

Quality: 13,896 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[whu_loser's solution](#)

24.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[whu_loser's solution](#)

25.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers
[whu_loser's solution](#)

26.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[whu_loser's solution](#)

27.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation
[whu_loser's solution](#)

28.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[whu_loser's solution](#)

29.

2201B

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

Quality: 4,950 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[whu_loser's solution](#)

30.

2201A2

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

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[whu_loser's solution](#)

31.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation

[whu_loser's solution](#)

32.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[whu_loser's solution](#)

33.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[whu_loser's solution](#)

34.

2185G

[Mixing MEXes](#) · [Tutorial](#)

Quality: 3,307 global accepts · Rating: 1800 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[whu_loser's solution](#)

35.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[whu_loser's solution](#)

36.

2191D2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[whu_loser's solution](#)

37.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[whu_loser's solution](#)

38.

2194E

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

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[whu_loser's solution](#)

39.

2194F1

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

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[whu_loser's solution](#)

40.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[whu_loser's solution](#)

41.

2191E

[Comparable Permutations](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, two pointers

[whu_loser's solution](#)

42.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[whu_loser's solution](#)

43.

2201D

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

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[whu_loser's solution](#)

44.

2185H

[BattleCows 2](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[whu_loser's solution](#)

45.

2191F

[Prufer Vertex](#) · [Tutorial](#)

Rating: 2500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory

[whu_loser's solution](#)

46.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[whu_loser's solution](#)

47.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[whu_loser's solution](#)

48.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[whu_loser's solution](#)

49.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[whu_loser's solution](#)

50.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[whu_loser's solution](#)

51.

2180F2

[Control Car \(Hard Version\) · Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[whu_loser's solution](#)

52.

2187E

[Doors and Keys · Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[whu_loser's solution](#)

53.

106252A

[Square Kingdom · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)

54.

106252G

[Collision Damage · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)

55.

106252K

[Relay Jump · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)

56.

106252B

[Buggy Painting Software I · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)

57.

106252M

[The End? · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)

58.

106252I

[Volunteer Simulator · Tutorial](#)

Rating: — · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[whu_loser's solution](#)