

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

<https://cfelitetracker.vercel.app>

Unique solved — yjxKawaii

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

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

Filters: none

Count: 40

- 1.**
1562A
[The Miracle and the Sleeper](#) · [Tutorial](#)
Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[yjxKawaii's solution](#)
- 2.**
1561A
[Simply Strange Sort](#) · [Tutorial](#)
Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[yjxKawaii's solution](#)
- 3.**
1443A
[Kids Seating](#) · [Tutorial](#)
Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)
- 4.**
1399B
[Gifts Fixing](#) · [Tutorial](#)
Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy
[yjxKawaii's solution](#)
- 5.**
1399A
[Remove Smallest](#) · [Tutorial](#)
Quality: 80,588 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings
[yjxKawaii's solution](#)
- 6.**
1385B
[Restore the Permutation by Merger](#) · [Tutorial](#)
Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy
[yjxKawaii's solution](#)
- 7.**
1385A
[Three Pairwise Maximums](#) · [Tutorial](#)
Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math
[yjxKawaii's solution](#)
- 8.**
1372A
[Omkar and Completion](#) · [Tutorial](#)
Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[yjxKawaii's solution](#)
- 9.**
1401A
[Distance and Axis](#) · [Tutorial](#)
Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)
- 10.**
1562B
[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[yjxKawaii's solution](#)

11.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[yjxKawaii's solution](#)

12.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · Python 3 (first AC) · Tags: constructive algorithms, greedy, strings

[yjxKawaii's solution](#)

13.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy

[yjxKawaii's solution](#)

14.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[yjxKawaii's solution](#)

15.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[yjxKawaii's solution](#)

16.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[yjxKawaii's solution](#)

17.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,386 global accepts · Rating: 1300 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[yjxKawaii's solution](#)

18.

1855C1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yjxKawaii's solution](#)

19.

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yjxKawaii's solution](#)

20.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[yjxKawaii's solution](#)

21.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)

22.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[yjxKawaii's solution](#)

23.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[yjxKawaii's solution](#)

24.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)

25.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[yjxKawaii's solution](#)

26.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[yjxKawaii's solution](#)

27.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[yjxKawaii's solution](#)

28.

1443F

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

Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, greedy, math
[yjxKawaii's solution](#)

29.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math
[yjxKawaii's solution](#)

30.

1855C2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)

31.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[yjxKawaii's solution](#)

32.

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[yjxKawaii's solution](#)

33.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[yjxKawaii's solution](#)

34.

1855D

[Earn or Unlock](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[yjxKawaii's solution](#)

35.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[yjxKawaii's solution](#)

36.

1855E

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

Rating: 2500 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[yjxKawaii's solution](#)

37.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yjxKawaii's solution](#)

38.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[yjxKawaii's solution](#)

39.

1561F

[Top-Notch Insertions](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[yjxKawaii's solution](#)

40.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[yjxKawaii's solution](#)