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Unique solved — AlphaCodeKiller

Links: problem (problemset), Tutorial, submission (first AC).
Sort: Problem rating · easier first
Filters: none
Count: 55

1.
2122A
Greedy Grid · Tutorial
Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
AlphaCodeKiller's solution

2.
1740B
Jumbo Extra Cheese 2 · Tutorial
Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings
AlphaCodeKiller's solution

3.
1740A
Factorise N+M · Tutorial
Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
AlphaCodeKiller's solution

4.
1721A
Image · Tutorial
Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
AlphaCodeKiller's solution

5.
1716B
Permutation Chain · Tutorial
Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
AlphaCodeKiller's solution

6.
1716A
2-3 Moves · Tutorial
Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
AlphaCodeKiller's solution

7.
1699A
The Third Three Number Problem · Tutorial
Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
AlphaCodeKiller's solution

8.
1698B
Rising Sand · Tutorial
Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
AlphaCodeKiller's solution

9.
1698A
XOR Mixup · Tutorial
Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
AlphaCodeKiller's solution

10.
1695A
Subrectangle Guess · Tutorial
Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games
AlphaCodeKiller's solution

11.
1697A
Parkway Walk · Tutorial
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AlphaCodeKiller's solution

12.
1690C
Restoring the Duration of Tasks · Tutorial
Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
AlphaCodeKiller's solution

13.
1690B
Array Decrements · Tutorial
Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
AlphaCodeKiller's solution

14.
1690A
Print a Pedestal (Codeforces logo?) · Tutorial
Quality: 35,632 global accepts · Rating: 800 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
AlphaCodeKiller's solution

15.
1699B
Almost Ternary Matrix · Tutorial
Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
AlphaCodeKiller's solution

16.
1697B
Promo · Tutorial
Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
AlphaCodeKiller's solution

17.
1721B
Deadly Laser · Tutorial
Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
AlphaCodeKiller's solution

18.
1695B
Circle Game · Tutorial
Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
AlphaCodeKiller's solution

19.
1690D
Black and White Stripe · Tutorial
Quality: 47,033 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers
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20.
2201A1
Lost Civilization (Easy Version) · Tutorial
Quality: 11,056 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
AlphaCodeKiller's solution

21.
1698C
3SUM Closure · Tutorial
Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
AlphaCodeKiller's solution

22.
1740C
Bricks and Bags · Tutorial
Quality: 12,335 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
AlphaCodeKiller's solution

23.
1721C
Min-Max Array Transformation · Tutorial
Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
AlphaCodeKiller's solution

24.
1697C
awoo's Favorite Problem · Tutorial
Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
AlphaCodeKiller's solution

25.
1710A
Color the Picture · Tutorial
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
AlphaCodeKiller's solution

26.
1690E
Price Maximization · Tutorial
Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
AlphaCodeKiller's solution

27.
1707A
Doremy's IQ · Tutorial
Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
AlphaCodeKiller's solution

28.
1698D
Fixed Point Guessing · Tutorial
Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlphaCodeKiller's solution

29.
2201B
Recollect Numbers · Tutorial
Quality: 4,955 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
AlphaCodeKiller's solution

30.
2201A2
Lost Civilization (Hard Version) · Tutorial
Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
AlphaCodeKiller's solution

31.
2122C
Manhattan Pairs · Tutorial
Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
AlphaCodeKiller's solution

32.
1699C
The Third Problem · Tutorial
Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
AlphaCodeKiller's solution

33.
1695C
Zero Path · Tutorial
Quality: 14,054 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
AlphaCodeKiller's solution

34.
1690F
Shifting String · Tutorial
Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings
AlphaCodeKiller's solution

35.
1721D
Maximum AND · Tutorial
Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
AlphaCodeKiller's solution

36.
1704D
Magical Array · Tutorial
Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
AlphaCodeKiller's solution

37.
1707B
Difference Array · Tutorial
Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings
AlphaCodeKiller's solution

38.
1697D
Guess The String · Tutorial
Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
AlphaCodeKiller's solution

39.
2201C
Rigged Bracket Sequence · Tutorial
Quality: 1,991 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy
AlphaCodeKiller's solution

40.
1716D
Chip Move · Tutorial
Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
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41.
1716C
Robot in a Hallway · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
AlphaCodeKiller's solution

42.
1690G
Count the Trains · Tutorial
Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
AlphaCodeKiller's solution

43.
1721E
Prefix Function Queries · Tutorial
Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
AlphaCodeKiller's solution

44.
1695D1
Tree Queries (Easy Version) · Tutorial
Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees
AlphaCodeKiller's solution

45.
1699D
Almost Triple Deletions · Tutorial
Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
AlphaCodeKiller's solution

46.
1698E
PermutationForces II · Tutorial
Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
AlphaCodeKiller's solution

47.
1695D2
Tree Queries (Hard Version) · Tutorial
Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
AlphaCodeKiller's solution

48.
1697E
Coloring · Tutorial
Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
AlphaCodeKiller's solution

49.
2201D
Binary Not Search and Queries · Tutorial
Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
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50.
2222F
Building Tree · Tutorial
Quality: 574 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

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51.

2222E

Seek the Truth · Tutorial

Quality: 1,944 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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52.

2222D

Permutation Construction · Tutorial

Quality: 3,187 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

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53.

2222C

Median Partition · Tutorial

Quality: 4,774 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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54.

2222B

Artistic Balance Tree · Tutorial

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AlphaCodeKiller's solution

55.

2222A

A Wonderful Contest · Tutorial

Quality: 9,993 global accepts · Rating: — · first AC: 2026-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

AlphaCodeKiller's solution