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# Unique solved — AnimeshT1008

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7.

1791C

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1831A

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1834A

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2152B

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Quality: 12,858 global accepts · Rating: 1300 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: games  
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**108.**

2146C

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Quality: 13,312 global accepts · Rating: 1300 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: binary search, constructive algorithms  
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**109.**

2143C

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**110.**

2144C

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Quality: 14,996 global accepts · Rating: 1300 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: combinatorics, dp, math

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**111.**

2169C

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**112.**

2145C

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**113.**

2209C

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**114.**

1772D

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**115.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: data structures, greedy, math

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**116.**

2151C

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**117.**

2133C

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**118.**

2158C

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**119.**

2164C

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**120.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

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[AnimeshT1008's solution](#)

**121.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · Java 21 (first AC) · Tags: greedy, implementation, math, number theory

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**122.**

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · Java 21 (first AC) · Tags: binary search, interactive

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**123.**

2155C

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Quality: 10,259 global accepts · Rating: 1500 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: brute force, greedy, implementation

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**124.**

2147C

[Rabbits](#) · [Tutorial](#)

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**125.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

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**126.**

2163C

[Monopati](#) · [Tutorial](#)

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**127.**

2153C

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**128.**

2194D

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**129.**

2162E

[Beautiful Palindromes](#) · [Tutorial](#)

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · Java 21 (first AC) · Tags: constructive algorithms, greedy, schedules

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**130.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

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**131.**

2151D

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Rating: 1700 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: combinatorics

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**132.**

2147D

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[AnimeshT1008's solution](#)

**133.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-19 · Java 21 (first AC) · Tags: constructive algorithms, interactive, math

[AnimeshT1008's solution](#)

**134.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-10 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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**135.**

2209D

[Ghostfires](#) · [Tutorial](#)

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**136.**

2189C2

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

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[AnimeshT1008's solution](#)

**137.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

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**138.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[AnimeshT1008's solution](#)

**139.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: brute force, dp, math

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**140.**

2153D

[Not Alone](#) · [Tutorial](#)

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**141.**

2145D

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**142.**

2189D1

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**143.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

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**144.**

2156D

[Find the Last Number](#) · [Tutorial](#)

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**145.**

2154D

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**146.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

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**147.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

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**148.**

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · Java 21 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings  
[AnimeshT1008's solution](#)

**149.**

2170E

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Quality: 2,319 global accepts · Rating: 2100 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: combinatorics, data structures, dp  
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**150.**

2152E

[Monotone Subsequence](#) · [Tutorial](#)

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[AnimeshT1008's solution](#)

**151.**

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2100 · first AC: 2026-03-19 · Java 21 (first AC) · Tags: constructive algorithms, interactive

[AnimeshT1008's solution](#)

**152.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · Java 21 (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[AnimeshT1008's solution](#)

**153.**

2162F

[Beautiful Intervals](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · Java 21 (first AC) · Tags: constructive algorithms, greedy

[AnimeshT1008's solution](#)

**154.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · Java 21 (first AC) · Tags: binary search, data structures, greedy, sortings

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**155.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-23 · Java 21 (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[AnimeshT1008's solution](#)

**156.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: constructive algorithms, greedy, implementation

[AnimeshT1008's solution](#)

**157.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2026-03-22 · Java 21 (first AC) · Tags: games, greedy, math

[AnimeshT1008's solution](#)

**158.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: combinatorics, dp

[AnimeshT1008's solution](#)

**159.**

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-24 · Java 21 (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AnimeshT1008's solution](#)

**160.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · Java 21 (first AC) · Tags: constructive algorithms, math, probabilities, trees

[AnimeshT1008's solution](#)

**161.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · Java 21 (first AC) · Tags: brute force, math, number theory

[AnimeshT1008's solution](#)

**162.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

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[AnimeshT1008's solution](#)

**163.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-10 · Java 21 (first AC) · Tags: binary search, interactive, math, sortings

[AnimeshT1008's solution](#)

**164.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

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[AnimeshT1008's solution](#)

**165.**

2158E

[Sink](#) · [Tutorial](#)

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[AnimeshT1008's solution](#)

**166.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-03-20 · Java 21 (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

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**167.**

2169F

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**168.**

2140F

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**169.**

2226A

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**170.**

2227B

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**171.**

2227A

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