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Unique solved — Austin Griffin

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

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

Filters: [none](#)

Count: 189

- 1.**
2183A
[Binary Array Game](#) · [Tutorial](#)
Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: [games](#)
[Austin Griffin's solution](#)
- 2.**
2178A
[Yes or Yes](#) · [Tutorial](#)
Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)
[Austin Griffin's solution](#)
- 3.**
2180B
[Ashmal](#) · [Tutorial](#)
Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [strings](#)
[Austin Griffin's solution](#)
- 4.**
2180A
[Carnival Wheel](#) · [Tutorial](#)
Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [number theory](#)
[Austin Griffin's solution](#)
- 5.**
2157A
[Dungeon Equilibrium](#) · [Tutorial](#)
Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)
[Austin Griffin's solution](#)
- 6.**
2152A
[Increase or Smash](#) · [Tutorial](#)
Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)
[Austin Griffin's solution](#)
- 7.**
2096A
[Wonderful Sticks](#) · [Tutorial](#)
Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
[Austin Griffin's solution](#)
- 8.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)
[Austin Griffin's solution](#)
- 9.**
2062A
[String](#) · [Tutorial](#)
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10.

2061A

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11.

2057A

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12.

2053A

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Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, math

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13.

2048A

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Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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14.

2030B

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15.

2030A

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16.

2178B

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Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

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17.

2157B

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18.

2062B

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19.

2048B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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20.

2057B

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21.

2183B

[Yet Another MEX Problem](#) · [Tutorial](#)

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22.

2096B

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23.

2084B

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24.

2061B

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25.

2030C

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26.

2178C

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27.

2174A

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28.

2135A

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29.

2062C

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30.

2053B

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31.

2048C

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32.

2187A

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Quality: 15,868 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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33.

2165A

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34.

2152B

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35.

2150A

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36.

2101A

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37.

2157C

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38.

2152C

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39.

2084C

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40.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

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41.

2183C

[War Strategy](#) · [Tutorial](#)

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42.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

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43.

2077A

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44.

2057C

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45.

2053C

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46.

2157D

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47.

2084D

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48.

2061D

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49.

2061C

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50.

2048D

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51.

2178D

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52.

2159A

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53.

2152D

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54.

2150B

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55.

2135B

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56.

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

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57.

2089A

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58.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

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59.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

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60.

2187B

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61.

2101B

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62.

2180D

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63.

2180C

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64.

2174B

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65.

2157E

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66.

2165B

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Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

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67.

2089B1

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

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68.

2077B

[Finding OR Sum](#) · [Tutorial](#)

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69.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

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70.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

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71.

2165C

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72.

2135C

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Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

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73.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

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74.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

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75.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

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76.

2048E

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77.

2183E

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78.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

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79.

2159B

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80.

2152E

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81.

2150C

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82.

2135D1

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

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83.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

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84.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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85.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

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86.

2101C

[23 Kingdom](#) · [Tutorial](#)

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87.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

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88.

2030E

[MEXimize the Score](#) · [Tutorial](#)

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89.

2187C

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90.

2180E

[No Effect XOR](#) · [Tutorial](#)

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- 91.**
2159C
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- 92.**
713C
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2089B2
[Canteen \(Hard Version\)](#) · [Tutorial](#)
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- 95.**
2174C1
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- 96.**
2157F
[Git Gud](#) · [Tutorial](#)
Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[Austin Griffin's solution](#)
- 97.**
2096E
[Wonderful Teddy Bears](#) · [Tutorial](#)
Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[Austin Griffin's solution](#)
- 98.**
2084E
[Blossom](#) · [Tutorial](#)
Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[Austin Griffin's solution](#)
- 99.**
2030F
[Orangutan Approved Subarrays](#) · [Tutorial](#)
Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[Austin Griffin's solution](#)
- 100.**
2183F
[Jumping Man](#) · [Tutorial](#)
Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[Austin Griffin's solution](#)

101.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[Austin Griffin's solution](#)

102.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy
[Austin Griffin's solution](#)

103.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[Austin Griffin's solution](#)

104.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,021 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers
[Austin Griffin's solution](#)

105.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[Austin Griffin's solution](#)

106.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[Austin Griffin's solution](#)

107.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[Austin Griffin's solution](#)

108.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees
[Austin Griffin's solution](#)

109.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[Austin Griffin's solution](#)

110.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[Austin Griffin's solution](#)

111.

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Austin Griffin's solution](#)

112.

1982F

[Sorting Problem Again · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[Austin Griffin's solution](#)

113.

2150E1

[Hidden Single \(Version 1\) · Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Austin Griffin's solution](#)

114.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Austin Griffin's solution](#)

115.

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Austin Griffin's solution](#)

116.

1942F

[Farmer John's Favorite Function · Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[Austin Griffin's solution](#)

117.

2150D

[Attraction Theory · Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Austin Griffin's solution](#)

118.

2115C

[Gellyfish and Eternal Violet · Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Austin Griffin's solution](#)

119.

2003F

[Turtle and Three Sequences · Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Austin Griffin's solution](#)

120.

1746F

[Kazaae · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-01-18 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[Austin Griffin's solution](#)

121.

2180F1

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

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-20 · last AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[Austin Griffin's solution](#)

122.

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Austin Griffin's solution](#)

123.

2174F

[Mosaic Tree · Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Austin Griffin's solution](#)

124.

2157G

[Isaac's Queries · Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[Austin Griffin's solution](#)

125.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Austin Griffin's solution](#)

126.

516D

[Brazil and Morning Exercise · Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Austin Griffin's solution](#)

127.

1279F

[New Year and Handle Change · Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[Austin Griffin's solution](#)

128.

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2025-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Austin Griffin's solution](#)

129.

2053I1

[Affectionate Arrays \(Easy Version\) · Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-03 · last AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Austin Griffin's solution](#)

130.

2048G

[Kevin and Matrices · Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Austin Griffin's solution](#)

131.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Austin Griffin's solution](#)

132.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-07 · last AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Austin Griffin's solution](#)

133.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Austin Griffin's solution](#)

134.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Austin Griffin's solution](#)

135.

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[Austin Griffin's solution](#)

136.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[Austin Griffin's solution](#)

137.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Austin Griffin's solution](#)

138.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Austin Griffin's solution](#)

139.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · last AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Austin Griffin's solution](#)

140.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Austin Griffin's solution](#)

141.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Austin Griffin's solution](#)

142.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities, trees

[Austin Griffin's solution](#)

143.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[Austin Griffin's solution](#)

144.

2156F2

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

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[Austin Griffin's solution](#)

145.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Austin Griffin's solution](#)

146.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Austin Griffin's solution](#)

147.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[Austin Griffin's solution](#)

148.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Austin Griffin's solution](#)

149.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Austin Griffin's solution](#)

150.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-12-24 · last AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[Austin Griffin's solution](#)

151.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Austin Griffin's solution](#)

152.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Austin Griffin's solution](#)

153.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Austin Griffin's solution](#)

154.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Austin Griffin's solution](#)

155.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Austin Griffin's solution](#)

156.

2180F2

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

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Austin Griffin's solution](#)

157.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Austin Griffin's solution](#)

158.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[Austin Griffin's solution](#)

159.

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Austin Griffin's solution](#)

160.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Austin Griffin's solution](#)

161.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[Austin Griffin's solution](#)

162.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, trees

[Austin Griffin's solution](#)

163.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · last AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Austin Griffin's solution](#)

164.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-25 · last AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[Austin Griffin's solution](#)

165.

2190F

[Xor Product](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: 3300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Austin Griffin's solution](#)

166.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2026-01-18 · last AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Austin Griffin's solution](#)

167.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Austin Griffin's solution](#)

168.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Austin Griffin's solution](#)

169.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Austin Griffin's solution](#)

170.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Austin Griffin's solution](#)

171.

2154F2

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

Quality: 175 global accepts · Rating: 3300 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Austin Griffin's solution](#)

172.

2034H

[Rayan vs. Rayaneh · Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Austin Griffin's solution](#)

173.

1534G

[A New Beginning · Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[Austin Griffin's solution](#)

174.

1801G

[A task for substrings · Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[Austin Griffin's solution](#)

175.

2180H1

[Bug Is Feature \(Unconditional Version\) · Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games

[Austin Griffin's solution](#)

176.

2174D

[Secret Message · Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, trees

[Austin Griffin's solution](#)

177.

2053G

[Naive String Splits · Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-02-19 · last AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Austin Griffin's solution](#)

178.

2187E

[Doors and Keys · Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · last AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Austin Griffin's solution](#)

179.

2183I2

[Pairs Flipping \(Hard Version\) · Tutorial](#)

Quality: 69 global accepts · Rating: 3500 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Austin Griffin's solution](#)

180.

2183I1

[Pairs Flipping \(Easy Version\) · Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Austin Griffin's solution](#)

181.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-14 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Austin Griffin's solution](#)

182.

2180G

[Balance](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, math

[Austin Griffin's solution](#)

183.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Austin Griffin's solution](#)

184.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[Austin Griffin's solution](#)

185.

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[Austin Griffin's solution](#)

186.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules

[Austin Griffin's solution](#)

187.

105949D

[Tripartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Austin Griffin's solution](#)

188.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Austin Griffin's solution](#)

189.

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[Austin Griffin's solution](#)