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Unique solved — Hoxilo

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

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Filters: none

Count: 86

1.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)

[Hoxilo's solution](#)

2.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: [implementation](#), [strings](#)

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3.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

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4.

1779B

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5.

1406A

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Quality: 22,989 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [math](#)

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6.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)

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7.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [strings](#)

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8.

1238A

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

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9.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,941 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [greedy](#)

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10.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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11.

1155A

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Quality: 25,977 global accepts · Rating: 1000 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

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12.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,396 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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13.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,462 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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14.

1407B

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Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

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15.

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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16.

1238B

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17.

1854A1

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Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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18.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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19.

1408C

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20.

1416A

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21.

1779C

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22.

1567C

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23.

1407C

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Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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24.

1238C

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25.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

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26.

1406C

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Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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27.

1238D

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28.

1567D

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Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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29.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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30.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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31.

1416C

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32.

1854B

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Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
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33.

1567E

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Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math
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34.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
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35.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
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36.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
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37.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
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38.

1238E

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39.

1408F

[Two Different](#) · [Tutorial](#)

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40.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

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41.

1408E

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42.

1854C

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Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

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43.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

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44.

1407E

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Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

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45.

1416D

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46.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

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47.

1408G

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Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

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48.

1238G

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49.

1404E

[Bricks](#) · [Tutorial](#)

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50.

1889D

[Game of Stacks](#) · [Tutorial](#)

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51.

1854E

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52.

1119G

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53.

100491C

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54.

100491D

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56.

100491E

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57.

100492A

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58.

100492C

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59.

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100492F

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63.

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65.

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66.

100608G

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67.

100608F

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68.

100608E

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69.

101242M

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70.

101242I

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71.

101242D

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72.

101242F

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73.

101242A

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74.

101242K

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101242B

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76.

101242G

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77.

101242E

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78.

101242L

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79.

101242C

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80.

101221E

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81.

101221C

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82.

101221A

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83.

101221B

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84.

101221I

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85.

101221K

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86.

101221D

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