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Unique solved — KAP

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

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Count: 57

- 1.**
1750B
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- 2.**
1750A
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- 3.**
1621A
[Stable Arrangement of Rooks](#) · [Tutorial](#)
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[KAP's solution](#)
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1428A
[Box is Pull](#) · [Tutorial](#)
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- 5.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation, math
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- 6.**
1097A
[Gennady and a Card Game](#) · [Tutorial](#)
Quality: 43,812 global accepts · Rating: 800 · first AC: 2019-01-04 · Python 3 (first AC) · Tags: brute force, implementation
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- 7.**
908A
[New Year and Counting Cards](#) · [Tutorial](#)
Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · Python 3 (first AC) · Tags: brute force, implementation
[KAP's solution](#)
- 8.**
776A
[A Serial Killer](#) · [Tutorial](#)
Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · Python 3 (first AC) · Tags: brute force, implementation, strings
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- 9.**
152A
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- 10.**
500A
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11.

221A

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12.

381B

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13.

1428C

[ABBB](#) · [Tutorial](#)

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14.

174A

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15.

1428B

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16.

1097B

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17.

908B

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776B

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19.

526A

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20.

221C

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21.

221B

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22.

152B

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1750C

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24.

1097C

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25.

526B

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26.

414B

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27.

277A

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28.

174B

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29.

152C

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30.

1621B

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31.

1368B

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32.

1368C

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33.

908C

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34.

414A

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35.

788A

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36.

500C

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Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation, math

[KAP's solution](#)

37.

500B

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[KAP's solution](#)

38.

1621C

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39.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

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40.

1750D

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41.

174C

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42.

1428D

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implementation

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43.

500D

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[KAP's solution](#)

44.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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45.

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-04-06 · FPC (first AC) · Tags: combinatorics, divide and conquer

[KAP's solution](#)

46.

221E

[Little Elephant and Shifts](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-08-31 · Delphi (first AC) · Tags: —

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47.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

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48.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[KAP's solution](#)

49.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · FPC (first AC) · Tags: hashing, string suffix structures, strings

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50.

1621E

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Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

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51.

788C

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52.

277B

[Set of Points](#) · [Tutorial](#)

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53.

1428F

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54.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

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[KAP's solution](#)

55.

277C

[Game](#) · [Tutorial](#)

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[KAP's solution](#)

56.

1368E

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57.

1368F

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