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Unique solved — KirishimaTouka

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

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Count: 33

1.

1041A

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2.

976A

[Minimum Binary Number](#) · [Tutorial](#)

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3.

965A

[Paper Airplanes](#) · [Tutorial](#)

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4.

975A

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Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings

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5.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

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6.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math

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7.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation

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8.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

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9.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

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10.

965B

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Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation

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11.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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12.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

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13.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search

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14.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

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15.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

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16.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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17.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[KirishimaTouka's solution](#)

18.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

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19.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

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20.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

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21.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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22.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

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23.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math

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24.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-25 · last AC: 2018-04-25 · GNU C++11 (first AC) · Tags: math

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25.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings

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26.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

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27.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, strings, trees

[KirishimaTouka's solution](#)

28.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[KirishimaTouka's solution](#)

29.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

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30.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

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31.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

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32.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

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33.

undefined390

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: *special

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