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Unique solved — Kuriyama3103

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

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

Filters: none

Count: 84

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Kuriyama3103's solution](#)

2.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

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3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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4.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,259 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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5.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,115 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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6.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,555 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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7.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

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8.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Kuriyama3103's solution](#)

9.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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10.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,159 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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11.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,686 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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12.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kuriyama3103's solution](#)

13.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,220 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Kuriyama3103's solution](#)

14.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,955 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kuriyama3103's solution](#)

15.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,638 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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16.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,916 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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17.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,910 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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18.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,374 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

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19.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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20.

1992A

[Only Pluses](#) · [Tutorial](#)

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[Kuriyama3103's solution](#)

21.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Kuriyama3103's solution](#)

22.

2140B

[Another Divisibility Problem](#) · [Tutorial](#)

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23.

2136B

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Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-28 · Python 3 (first AC) · Tags: constructive algorithms, greedy, two pointers

[Kuriyama3103's solution](#)

24.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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25.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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26.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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27.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,814 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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28.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kuriyama3103's solution](#)

29.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

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30.

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kuriyama3103's solution](#)

31.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kuriyama3103's solution](#)

32.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[Kuriyama3103's solution](#)

33.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,009 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kuriyama3103's solution](#)

34.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[Kuriyama3103's solution](#)

35.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kuriyama3103's solution](#)

36.

2136C

[Against the Difference](#) · [Tutorial](#)

Rating: 1200 · first AC: 2025-08-28 · Python 3 (first AC) · Tags: data structures, dp

[Kuriyama3103's solution](#)

37.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Kuriyama3103's solution](#)

38.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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39.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kuriyama3103's solution](#)

40.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kuriyama3103's solution](#)

41.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,026 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[Kuriyama3103's solution](#)

42.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[Kuriyama3103's solution](#)

43.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kuriyama3103's solution](#)

44.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Kuriyama3103's solution](#)

45.

1999E

[Triple Operations](#) · [Tutorial](#)

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Kuriyama3103's solution](#)

46.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[Kuriyama3103's solution](#)

47.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Kuriyama3103's solution](#)

48.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Kuriyama3103's solution](#)

49.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Kuriyama3103's solution](#)

50.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Kuriyama3103's solution](#)

51.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kuriyama3103's solution](#)

52.

2140C

[Ultimate Value · Tutorial](#)

Quality: 12,369 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Kuriyama3103's solution](#)

53.

2075C

[Two Colors · Tutorial](#)

Quality: 14,367 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Kuriyama3103's solution](#)

54.

1999G1

[Ruler \(easy version\) · Tutorial](#)

Quality: 14,525 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Kuriyama3103's solution](#)

55.

1999F

[Expected Median · Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Kuriyama3103's solution](#)

56.

1996D

[Fun · Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Kuriyama3103's solution](#)

57.

1996E

[Decode · Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Kuriyama3103's solution](#)

58.

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kuriyama3103's solution](#)

59.

2136D

[For the Champion · Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Kuriyama3103's solution](#)

60.

2039D

[Shohag Loves GCD · Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kuriyama3103's solution](#)

61.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[Kuriyama3103's solution](#)

62.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[Kuriyama3103's solution](#)

63.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Kuriyama3103's solution](#)

64.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Kuriyama3103's solution](#)

65.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kuriyama3103's solution](#)

66.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kuriyama3103's solution](#)

67.

2138B

[Antiamny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Kuriyama3103's solution](#)

68.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Kuriyama3103's solution](#)

69.

2140D

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

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Kuriyama3103's solution](#)

70.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Kuriyama3103's solution](#)

71.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

[Kuriyama3103's solution](#)

72.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Kuriyama3103's solution](#)

73.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kuriyama3103's solution](#)

74.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Kuriyama3103's solution](#)

75.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kuriyama3103's solution](#)

76.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Kuriyama3103's solution](#)

77.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Kuriyama3103's solution](#)

78.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kuriyama3103's solution](#)

79.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Kuriyama3103's solution](#)

80.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Kuriyama3103's solution](#)

81.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Kuriyama3103's solution](#)

82.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kuriyama3103's solution](#)

83.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kuriyama3103's solution](#)

84.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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