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Unique solved — L Hospital

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1.

2191A

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2.

2178A

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3.

2180B

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5.

2175A

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6.

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513A

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8.

1130A

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9.

854A

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11.

1928A

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12.

2178B

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13.

1883B

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14.

1505A

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15.

2191B

[MEX Reordering](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1000 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

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16.

1987B

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Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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17.

2061B

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18.

2191C

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[L_Hospital_'s solution](#)

19.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

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20.

2175C

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Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[L_Hospital_'s solution](#)

21.

1987C

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22.

1928B

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23.

2187A

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Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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24.

2165A

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Quality: 14,109 global accepts · Rating: 1300 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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25.

2175B

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Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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26.

2191D1

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Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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27.

103B

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28.

2061D

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29.

2061C

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Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

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30.

1928C

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31.

1542C

[Strange Function](#) · [Tutorial](#)

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32.

2178D

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33.

1916D

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34.

2187B

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35.

652C

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36.

1987D

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37.

2165B

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Quality: 4,538 global accepts · Rating: 1900 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings

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38.

2180C

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39.

2175D

[Wishing Cards](#) · [Tutorial](#)

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40.

1928D

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41.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

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42.

437D

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43.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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44.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

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45.

2061E

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46.

1987E

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47.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

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48.

1198C

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49.

1359E

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50.

855C

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51.

895C

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52.

494B

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Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[L_Hospital_'s solution](#)

53.

1385E

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Quality: 9,037 global accepts · Rating: 2000 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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54.

242E

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Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

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55.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

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56.

414C

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Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

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57.

2178F

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Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

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58.

1045G

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59.

1110E

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60.

833B

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61.

1175E

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- 62.**
2187C
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- 63.**
2191E
[Comparable Permutations](#) · [Tutorial](#)
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- 64.**
2180E
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1928E
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1009F
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817F
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- 68.**
2175E1
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- 69.**
690A3
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- 70.**
2191F
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- 71.**
2165D
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- 72.**
2175E2
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Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

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73.

1840G2

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74.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[L_Hospital_'s solution](#)

75.

2187D

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Quality: 635 global accepts · Rating: 2600 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

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76.

1348F

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Quality: 906 global accepts · Rating: 2600 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

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77.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

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78.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

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79.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

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80.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, matrices

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81.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

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82.

1510J

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Quality: 561 global accepts · Rating: 2700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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83.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[L_Hospital_'s solution](#)

84.

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

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85.

1254D

[Tree Queries](#) · [Tutorial](#)

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[L_Hospital_'s solution](#)

86.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

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87.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

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88.

1612F

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89.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, trees

[L_Hospital_'s solution](#)

90.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

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91.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[L_Hospital_'s solution](#)

92.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[L_Hospital_'s solution](#)

93.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

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94.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

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95.

1025G

[Company Acquisitions](#) · [Tutorial](#)

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[L_Hospital_'s solution](#)

96.

639F

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Quality: 450 global accepts · Rating: 3300 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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97.

1270H

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98.

576E

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99.

1787I

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100.

1707E

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101.

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102.

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103.

2222D

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104.

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105.

2222B

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106.

2222A

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