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Unique solved — Legend by

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

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Count: 52

1.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Legend_by's solution](#)

2.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

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3.

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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4.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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5.

2134A

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Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

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6.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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7.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

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8.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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9.

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,929 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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10.

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,699 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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11.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Legend_by's solution](#)

12.

2118A

[Equal Subsequences](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Legend_by's solution](#)

13.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Legend_by's solution](#)

14.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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15.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Legend_by's solution](#)

16.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Legend_by's solution](#)

17.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Legend_by's solution](#)

18.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Legend_by's solution](#)

19.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Legend_by's solution](#)

20.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Legend_by's solution](#)

21.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Legend_by's solution](#)

22.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

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23.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Legend_by's solution](#)

24.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Legend_by's solution](#)

25.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Legend_by's solution](#)

26.

2123D

[Binary String Battle](#) · [Tutorial](#)

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Legend_by's solution](#)

27.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Legend_by's solution](#)

28.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Legend_by's solution](#)

29.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Legend_by's solution](#)

30.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Legend_by's solution](#)

31.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Legend_by's solution](#)

32.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[Legend_by's solution](#)

33.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Legend_by's solution](#)

34.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Legend_by's solution](#)

35.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Legend_by's solution](#)

36.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Legend_by's solution](#)

37.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Legend_by's solution](#)

38.

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Legend_by's solution](#)

39.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, graphs, trees

[Legend_by's solution](#)

40.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Legend_by's solution](#)

41.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Legend_by's solution](#)

42.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Legend_by's solution](#)

43.

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Legend_by's solution](#)

44.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Legend_by's solution](#)

45.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Legend_by's solution](#)

46.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Legend_by's solution](#)

47.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[Legend_by's solution](#)

48.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Legend_by's solution](#)

49.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags:

combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[Legend_by's solution](#)

50.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Legend_by's solution](#)

51.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[Legend_by's solution](#)

52.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Legend_by's solution](#)