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Unique solved — Lou Sasse

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

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Count: 119

1.

1717A

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2.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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3.

1716A

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Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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4.

1714C

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

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5.

1714B

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Quality: 33,777 global accepts · Rating: 800 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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6.

1696A

[NIT orz!](#) · [Tutorial](#)

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7.

1684B

[Z mod X = C](#) · [Tutorial](#)

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8.

1684A

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9.

1674B

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10.

1674A

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11.

1672B

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12.

1672A

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13.

1671A

[String Building](#) · [Tutorial](#)

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14.

1669C

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15.

1669A

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1669B

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17.

1668A

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1661A

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19.

1649A

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20.

1646B

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1646A

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22.

1642A

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23.

1644B

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24.

1644A

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25.

1635B

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26.

1635A

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27.

1634A

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28.

1633B

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29.

1633A

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30.

1632A

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31.

1631A

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32.

1625A

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33.

1624A

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34.

1622A

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35.

1714A

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36.

1696B

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37.

1668B

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38.

1642B

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39.

1674C

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40.

1671B

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41.

1634C

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42.

1632B

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43.

1622B

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44.

1717B

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45.

1672C

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46.

1669F

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47.

1669D

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48.

1633C

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49.

1631B

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50.

1625B

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51.

1624C

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52.

1874A

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53.

1674D

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54.

1671C

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55.

1669G

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56.

1669E

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57.

1642C

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58.

1868A

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59.

1717C

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60.

1669H

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61.

1668C

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62.

1661B

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- 63.**
1649B
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1714E
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1696C
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1649C
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1644C
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1634B
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- 69.**
1646C
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1631C
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- 71.**
1714D
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1671D
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73.

1665C

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74.

1658D1

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75.

1633D

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76.

1632C

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77.

1622C

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78.

1868B1

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79.

1714G

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80.

1684D

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81.

1672D

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82.

1661C

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[Lou Sasse's solution](#)

83.

1658C

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84.

1644D

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85.

1713D

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86.

1674F

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87.

1635D

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88.

1631D

[Range and Partition](#) · [Tutorial](#)

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89.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

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90.

1717D

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Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
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91.

1714F

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Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-02 · last AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees
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92.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
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93.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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94.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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95.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

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96.

1716C

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97.

1674E

[Breaking the Wall](#) · [Tutorial](#)

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98.

1672F1

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99.

1536D

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112.

1631E

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113.

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114.

1658D2

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115.

1874B

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116.

1868C

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117.

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118.

1716E

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119.

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