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Unique solved — Nzxx

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1771A
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1770B
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1770A
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10.

1799B

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11.

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12.

1771B

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13.

1782C

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14.

1779C

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15.

1771C

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16.

1799C

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17.

1779D

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18.

1770C

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19.

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20.

1799D1

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21.

1746D

[Paths on the Tree](#) · [Tutorial](#)

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22.

1770D

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23.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

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24.

1771D

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25.

1799E

[City Union](#) · [Tutorial](#)

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26.

1782E

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Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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27.

1779E

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28.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

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29.

1771E

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Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

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30.

1799G

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31.

1799F

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32.

1782F

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

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