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Unique solved — Regener4tion

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Count: 147

1.

2157A

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2.

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3.

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4.

2110A

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6.

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16.

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28.

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29.

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30.

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32.

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33.

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2066A

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1487D

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991D

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991C

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60.

2089B1

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961D

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2152E

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74.

985E

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76.

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78.

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79.

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80.

2097B

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81.

2089B2

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2077C

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87.

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88.

2157F

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89.

2171H

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90.

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91.

2096E

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92.

2084E

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93.

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94.

1485F

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95.

932E

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96.

2159D1

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97.

2152F

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98.

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100.

2173F

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101.

2150E1

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Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

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102.

2169F

[Subsequence Problem · Tutorial](#)

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

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103.

2150D

[Attraction Theory · Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

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104.

2077E

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105.

1487G

[String Counting · Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

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106.

715C

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107.

455D

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108.

1451F

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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109.

906D

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110.

932F

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Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

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111.

1411G

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Quality: 890 global accepts · Rating: 2700 · first AC: 2021-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, math, matrices
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112.

985G

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113.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
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114.

1473F

[Strange Set](#) · [Tutorial](#)

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115.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-01-27 · last AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
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116.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures
[Regener4tion's solution](#)

117.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
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118.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities
[Regener4tion's solution](#)

119.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy
[Regener4tion's solution](#)

120.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices
[Regener4tion's solution](#)

121.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2900 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Regener4tion's solution](#)

122.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Regener4tion's solution](#)

123.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Regener4tion's solution](#)

124.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Regener4tion's solution](#)

125.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[Regener4tion's solution](#)

126.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Regener4tion's solution](#)

127.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Regener4tion's solution](#)

128.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Regener4tion's solution](#)

129.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Regener4tion's solution](#)

130.

2174E2

[Game of Scientists \(Version 2\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3200 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, chinese remainder theorem, dfs and similar, interactive, math

[Regener4tion's solution](#)

131.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Regener4tion's solution](#)

132.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 3200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Regener4tion's solution](#)

133.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Regener4tion's solution](#)

134.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[Regener4tion's solution](#)

135.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Regener4tion's solution](#)

136.

2225C

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Quality: 11,350 global accepts · Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

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137.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, string suffix structures

[Regener4tion's solution](#)

138.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

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139.

104023F

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Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Regener4tion's solution](#)

140.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

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141.

104023G

[Grade 2 · Tutorial](#)

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[Regener4tion's solution](#)

142.

104023D

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Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Regener4tion's solution](#)

143.

104023J

[Eat, Sleep, Repeat · Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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144.

104023C

[Grass · Tutorial](#)

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[Regener4tion's solution](#)

145.

104023E

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Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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146.

104023A

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147.

103427M

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Rating: — · first AC: 2022-01-12 · last AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[Regener4tion's solution](#)