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Unique solved — Shihaowen

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 127

1.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#), [number theory](#)

[Shihaowen's solution](#)

2.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)

[Shihaowen's solution](#)

3.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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4.

2061A

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Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: [math](#)

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5.

2040A

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Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: [games](#), [math](#)

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6.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [dp](#), [greedy](#), [math](#)

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7.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#), [math](#), [number theory](#)

[Shihaowen's solution](#)

8.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [combinatorics](#), [constructive algorithms](#), [games](#), [math](#)

[Shihaowen's solution](#)

9.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [greedy](#),

math, sortings

[Shihaowen's solution](#)

10.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Shihaowen's solution](#)

11.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Shihaowen's solution](#)

12.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Shihaowen's solution](#)

13.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Shihaowen's solution](#)

14.

1635B

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[Shihaowen's solution](#)

15.

1635A

[Min Or Sum](#) · [Tutorial](#)

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[Shihaowen's solution](#)

16.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[Shihaowen's solution](#)

17.

2005A

[Simple Palindrome](#) · [Tutorial](#)

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[Shihaowen's solution](#)

18.

1665B

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19.

1339A

[Filling Diamonds](#) · [Tutorial](#)

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[Shihaowen's solution](#)

20.

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[Shihaowen's solution](#)

21.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Shihaowen's solution](#)

22.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Shihaowen's solution](#)

23.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Shihaowen's solution](#)

24.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math
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25.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Shihaowen's solution](#)

26.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Shihaowen's solution](#)

27.

2061B

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Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[Shihaowen's solution](#)

28.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Shihaowen's solution](#)

29.

2030C

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Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[Shihaowen's solution](#)

30.

2004C

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[Shihaowen's solution](#)

31.

1946B

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32.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

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[Shihaowen's solution](#)

33.

2019B

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Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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34.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings
[Shihaowen's solution](#)

35.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Shihaowen's solution](#)

36.

2144C

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

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Shihaowen's solution](#)

37.

2031C

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Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[Shihaowen's solution](#)

38.

2084C

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[Shihaowen's solution](#)

39.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers
[Shihaowen's solution](#)

40.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[Shihaowen's solution](#)

- 41.**
8B
[Obsession with Robots · Tutorial](#)
Quality: 4,966 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[Shihaowen's solution](#)
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2084D
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Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[Shihaowen's solution](#)
- 43.**
2061D
[Kevin and Numbers · Tutorial](#)
Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[Shihaowen's solution](#)
- 44.**
2061C
[Kevin and Puzzle · Tutorial](#)
Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[Shihaowen's solution](#)
- 45.**
2040C
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Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers
[Shihaowen's solution](#)
- 46.**
2046B
[Move Back at a Cost · Tutorial](#)
Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings
[Shihaowen's solution](#)
- 47.**
2019C
[Cards Partition · Tutorial](#)
Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[Shihaowen's solution](#)
- 48.**
2004D
[Colored Portals · Tutorial](#)
Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[Shihaowen's solution](#)
- 49.**
1946C
[Tree Cutting · Tutorial](#)
Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[Shihaowen's solution](#)
- 50.**
2031D
[Penchick and Desert Rabbit · Tutorial](#)
Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[Shihaowen's solution](#)

51.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[Shihaowen's solution](#)

52.

2019E

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Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Shihaowen's solution](#)

53.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[Shihaowen's solution](#)

54.

214C

[Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Shihaowen's solution](#)

55.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

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56.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

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57.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

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58.

2005C

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Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

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59.

216C

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60.

1635D

[Infinite Set](#) · [Tutorial](#)

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61.

448D

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62.

478C

[Table Decorations](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1800 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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63.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Shihaowen's solution](#)

64.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Shihaowen's solution](#)

65.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

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66.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Shihaowen's solution](#)

67.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Shihaowen's solution](#)

68.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Shihaowen's solution](#)

69.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Shihaowen's solution](#)

70.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[Shihaowen's solution](#)

71.

2019D

[Speedbreaker](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[Shihaowen's solution](#)

72.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
[Shihaowen's solution](#)

73.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees, two pointers
[Shihaowen's solution](#)

74.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[Shihaowen's solution](#)

75.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
[Shihaowen's solution](#)

76.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
[Shihaowen's solution](#)

77.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[Shihaowen's solution](#)

78.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[Shihaowen's solution](#)

79.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[Shihaowen's solution](#)

80.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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- 81.**
2040E
[Control of Randomness](#) · [Tutorial](#)
Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees
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- 82.**
2046C
[Adventurers](#) · [Tutorial](#)
Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers
[Shihaowen's solution](#)
- 83.**
2031E
[Penchick and Chloe's Trees](#) · [Tutorial](#)
Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[Shihaowen's solution](#)
- 84.**
215C
[Crosses](#) · [Tutorial](#)
Quality: 719 global accepts · Rating: 2100 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Shihaowen's solution](#)
- 85.**
343D
[Water Tree](#) · [Tutorial](#)
Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[Shihaowen's solution](#)
- 86.**
2144E1
[Looking at Towers \(easy version\)](#) · [Tutorial](#)
Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[Shihaowen's solution](#)
- 87.**
2030E
[MEXimize the Score](#) · [Tutorial](#)
Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
[Shihaowen's solution](#)
- 88.**
1954E
[Chain Reaction](#) · [Tutorial](#)
Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[Shihaowen's solution](#)
- 89.**
1946E
[Girl Permutation](#) · [Tutorial](#)
Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
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- 90.**
713C
[Sonya and Problem Without a Legend](#) · [Tutorial](#)
Quality: 6,535 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[Shihaowen's solution](#)

91.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

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92.

9E

[Interesting graph and Apples](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 2300 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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93.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

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94.

915E

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124.

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