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Unique solved — SunshinePie

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

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Filters: none

Count: 156

1.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

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2.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math

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3.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,463 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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4.

1284A

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Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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5.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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6.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

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7.

461A

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8.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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9.

1521B

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Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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10.

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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11.

1285B

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12.

1540A

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Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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13.

1320A

[Journey Planning](#) · [Tutorial](#)

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14.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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15.

1284B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

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16.

1287B

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Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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17.

1503A

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18.

657A

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19.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

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20.

1305C

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21.

856A

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22.

1284C

[New Year and Permutation](#) · [Tutorial](#)

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23.

1503B

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24.

1392D

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25.

1320B

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26.

1314A

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Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

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27.

623A

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28.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

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29.

1287C

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30.

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31.

1305D

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1285D

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33.

461B

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

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34.

1320C

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35.

1483C

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36.

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37.

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38.

1392E

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39.

1387B1

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40.

1387A

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1322B

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42.

1284D

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43.

1503C

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44.

657B

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Rating: 2200 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math

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45.

461C

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46.

1305E

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47.

2006C

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48.

1540B

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49.

623B

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50.

1322C

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51.

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52.

1314D

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53.

1285E

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54.

1483D

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55.

657C

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56.

1423J

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57.

1392F

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58.

856C

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59.

856D

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60.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

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61.

1375E

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62.

1334F

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63.

1325F

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64.

1320D

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1307E

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66.

1503D

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67.

1510B

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68.

1446D1

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69.

1437G

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70.

1437F

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71.

1423L

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72.

1375F

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73.

1510E

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Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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74.

623D

[Birthday](#) · [Tutorial](#)

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75.

1423E

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76.

1313E

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77.

1434D

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78.

1375G

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79.

1528E

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80.

1456D

[Cakes for Clones](#) · [Tutorial](#)

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[SunshinePie's solution](#)

81.

623C

[Electric Charges](#) · [Tutorial](#)

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82.

505E

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83.

1446D2

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84.

461E

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85.

1442E

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86.

1423I

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87.

504E

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88.

1503E

[2-Coloring](#) · [Tutorial](#)

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89.

1439D

[INOI Final Contests](#) · [Tutorial](#)

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90.

1427F

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91.

104337E

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Rating: — · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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92.

104337B

[Mode](#) · [Tutorial](#)

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93.

104337I

[Step](#) · [Tutorial](#)

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94.

104337J

[Expansion](#) · [Tutorial](#)

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95.

104337K

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96.

104337F

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97.

104337C

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98.

104337H

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99.

104337M

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101.

101190D

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102.

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103.

101190J

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104.

101190M

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105.

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106.

101190H

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107.

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108.

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109.

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110.

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111.

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112.

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113.

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114.

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115.

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116.

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117.

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118.

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119.

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120.

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121.

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122.

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124.

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125.

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126.

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127.

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128.

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129.

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130.

101173E

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131.

101173L

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132.

101173J

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133.

101173B

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134.

101173H

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135.

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136.

101173K

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137.

101173F

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138.

101173A

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139.

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140.

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141.

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142.

102822E

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143.

102822B

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144.

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145.

102822L

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146.

102822J

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147.

102822G

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148.

102822D

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149.

102832E

[Defense of Valor League](#) · [Tutorial](#)

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150.

102832L

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151.

102832K

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152.

102832H

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153.

102832J

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154.

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155.

102832D

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156.

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