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Unique solved — UTPC Admin

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

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

Filters: none

Count: 39

1.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[UTPC Admin's solution](#)

2.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,910 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[UTPC Admin's solution](#)

3.

1372A

[Omkar and Completion](#) · [Tutorial](#)

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[UTPC Admin's solution](#)

4.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UTPC Admin's solution](#)

5.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[UTPC Admin's solution](#)

6.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[UTPC Admin's solution](#)

7.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[UTPC Admin's solution](#)

8.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UTPC Admin's solution](#)

9.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UTPC Admin's solution](#)

10.

1351B

[Square? · Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2023-09-04 · Java 11 (first AC) · Tags: brute force, implementation, math

[UTPC Admin's solution](#)

11.

1169A

[Circle Metro · Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UTPC Admin's solution](#)

12.

1113A

[Sasha and His Trip · Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[UTPC Admin's solution](#)

13.

1099B

[Squares and Segments · Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[UTPC Admin's solution](#)

14.

1527B1

[Palindrome Game \(easy version\) · Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[UTPC Admin's solution](#)

15.

1191B

[Tokitsukaze and Mahjong · Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[UTPC Admin's solution](#)

16.

1372B

[Omkar and Last Class of Math · Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[UTPC Admin's solution](#)

17.

1194C

[From S To T · Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[UTPC Admin's solution](#)

18.

1194B

[Yet Another Crosses Problem · Tutorial](#)

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[UTPC Admin's solution](#)

19.

1159B

[Expansion coefficient of the array · Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[UTPC Admin's solution](#)

20.

1113B

[Sasha and Magnetic Machines · Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[UTPC Admin's solution](#)

- 21.**
1191C
[Tokitsukaze and Discard Items](#) · [Tutorial](#)
Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[UTPC Admin's solution](#)
- 22.**
1372C
[Omkar and Baseball](#) · [Tutorial](#)
Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[UTPC Admin's solution](#)
- 23.**
1169B
[Pairs](#) · [Tutorial](#)
Quality: 10,734 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[UTPC Admin's solution](#)
- 24.**
1159C
[The Party and Sweets](#) · [Tutorial](#)
Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[UTPC Admin's solution](#)
- 25.**
859C
[Pie Rules](#) · [Tutorial](#)
Quality: 6,077 global accepts · Rating: 1500 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[UTPC Admin's solution](#)
- 26.**
1527C
[Sequence Pair Weight](#) · [Tutorial](#)
Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[UTPC Admin's solution](#)
- 27.**
1148B
[Born This Way](#) · [Tutorial](#)
Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[UTPC Admin's solution](#)
- 28.**
1113C
[Sasha and a Bit of Relax](#) · [Tutorial](#)
Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[UTPC Admin's solution](#)
- 29.**
1194D
[1-2-K Game](#) · [Tutorial](#)
Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[UTPC Admin's solution](#)
- 30.**
1148C
[Crazy Diamond](#) · [Tutorial](#)
Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[UTPC Admin's solution](#)
- 31.**
1169C
[Increasing by Modulo](#) · [Tutorial](#)
Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[UTPC Admin's solution](#)

32.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[UTPC](#) [Admin's solution](#)

33.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[UTPC](#) [Admin's solution](#)

34.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[UTPC](#) [Admin's solution](#)

35.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[UTPC](#) [Admin's solution](#)

36.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[UTPC](#) [Admin's solution](#)

37.

102035M

[Ahmad Jaber Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UTPC](#) [Admin's solution](#)

38.

102035K

[Scientest Ayoub \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UTPC](#) [Admin's solution](#)

39.

102035L

[Scientist Ayoub \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[UTPC](#) [Admin's solution](#)