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Unique solved — C.C.

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

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Filters: none

Count: 38

1.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[_C.C.'s solution](#)

2.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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3.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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4.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
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5.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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6.

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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7.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math
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8.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games
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9.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
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10.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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11.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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12.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math

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13.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[_C.C.'s solution](#)

14.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[_C.C.'s solution](#)

15.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[_C.C.'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 9-64) (first AC) · Tags: greedy, math, number theory

[_C.C.'s solution](#)

17.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[_C.C.'s solution](#)

18.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[_C.C.'s solution](#)

19.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[_C.C.'s solution](#)

20.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

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21.

1391C

[Cyclic Permutations](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[C.C.'s solution](#)

22.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

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23.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[C.C.'s solution](#)

24.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[C.C.'s solution](#)

25.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[C.C.'s solution](#)

26.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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27.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

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28.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[C.C.'s solution](#)

29.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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30.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[C.C.'s solution](#)

31.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[C.C.'s solution](#)

32.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[C.C.'s solution](#)

33.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
[C.C.'s solution](#)

34.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[C.C.'s solution](#)

35.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[C.C.'s solution](#)

36.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy
[C.C.'s solution](#)

37.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[C.C.'s solution](#)

38.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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