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Unique solved — aander

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

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Count: 80

1.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)
[aander's solution](#)

2.

1684A

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Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [math](#), [strings](#)
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3.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#)
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4.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#)
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5.

1623A

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6.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: [geometry](#), [math](#)
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7.

1605A

[A.M. Deviation](#) · [Tutorial](#)

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8.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [constructive algorithms](#), [dp](#), [greedy](#)
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9.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: [binary search](#), [greedy](#), [math](#)
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10.

1556A

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11.

1562A

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12.

1554A

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13.

1534A

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14.

1515A

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15.

1514A

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16.

1511A

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17.

1491A

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18.

1487A

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19.

1466B

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20.

1466A

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21.

1428A

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22.

1392B

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23.

1392A

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24.

1555A

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25.

1486A

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26.

1471A

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27.

1427A

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28.

1622B

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29.

1605B

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30.

1566C

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31.

1562B

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implementation, math, number theory

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32.

1515B

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33.

1623B

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34.

1534B

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35.

1511B

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36.

1471B

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37.

1428C

[ABBB](#) · [Tutorial](#)

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38.

1514B

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39.

1491B

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40.

1428B

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41.

1556B

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42.

1558A

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43.

1555C

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44.

1555B

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45.

1534C

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46.

1471C

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47.

1466C

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48.

1684C

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49.

1605C

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50.

1515C

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51.

1427B

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52.

1651C

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53.

1562C

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Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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54.

1515D

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55.

1486B

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56.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

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57.

1623C

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Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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58.

1622C

[Set or Decrease](#) · [Tutorial](#)

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59.

1555D

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60.

1511D

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61.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

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62.

1684D

[Traps](#) · [Tutorial](#)

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63.

1392D

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64.

1556D

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65.

1556C

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66.

1554C

[Mikasa](#) · [Tutorial](#)

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67.

1534D

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68.

1491D

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Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[aander's solution](#)

69.

1466E

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[aander's solution](#)

70.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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71.

1558B

[Up the Strip](#) · [Tutorial](#)

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[aander's solution](#)

72.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[aander's solution](#)

73.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[aander's solution](#)

74.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
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75.

1486D

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76.

1556E

[Equilibrium](#) · [Tutorial](#)

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77.

1486E

[Paired Payment](#) · [Tutorial](#)

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78.

1534E

[Lost Array](#) · [Tutorial](#)

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79.

1392F

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80.

1623E

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