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Unique solved — abhi-bnsl

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2070A
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12.

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13.

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2063A

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28.

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29.

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30.

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31.

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32.

1777A

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34.

1731A

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1774A

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43.

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44.

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47.

1617A

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1614A

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49.

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50.

1611A

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51.

1612A

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52.

1607A

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1604A
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1582A
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2085A
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1779B
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69.

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70.

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72.

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73.

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74.

2005B1

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75.

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76.

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77.

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79.

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80.

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82.

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83.

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84.

2111C

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86.

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2070B

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88.

2065C1

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89.

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90.

2061B

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91.

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92.

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94.

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95.

2008D

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96.

1731B

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97.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
[abhi-bnsl's solution](#)

98.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[abhi-bnsl's solution](#)

99.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[abhi-bnsl's solution](#)

100.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[abhi-bnsl's solution](#)

101.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,337 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[abhi-bnsl's solution](#)

102.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[abhi-bnsl's solution](#)

103.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[abhi-bnsl's solution](#)

104.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[abhi-bnsl's solution](#)

105.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, matrices

[abhi-bnsl's solution](#)

106.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[abhi-bnsl's solution](#)

107.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[abhi-bnsl's solution](#)

108.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[abhi-bnsl's solution](#)

109.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[abhi-bnsl's solution](#)

110.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[abhi-bnsl's solution](#)

111.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[abhi-bnsl's solution](#)

112.

2086C

[Disappearing Permutation](#) · [Tutorial](#)

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[abhi-bnsl's solution](#)

113.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[abhi-bnsl's solution](#)

114.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[abhi-bnsl's solution](#)

115.

2056B

[Find the Permutation](#) · [Tutorial](#)

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[abhi-bnsl's solution](#)

116.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[abhi-bnsl's solution](#)

117.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[abhi-bnsl's solution](#)

118.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[abhi-bnsl's solution](#)

119.

1617C

[Paprika and Permutation](#) · [Tutorial](#)

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[abhi-bnsl's solution](#)

120.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[abhi-bnsl's solution](#)

121.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[abhi-bnsl's solution](#)

122.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[abhi-bnsl's solution](#)

123.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[abhi-bnsl's solution](#)

124.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, interactive

[abhi-bnsl's solution](#)

125.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1400 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[abhi-bnsl's solution](#)

126.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[abhi-bnsl's solution](#)

127.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[abhi-bnsl's solution](#)

128.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[abhi-bnsl's solution](#)

129.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[abhi-bnsl's solution](#)

130.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[abhi-bnsl's solution](#)

131.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[abhi-bnsl's solution](#)

132.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[abhi-bnsl's solution](#)

133.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[abhi-bnsl's solution](#)

134.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[abhi-bnsl's solution](#)

135.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[abhi-bnsl's solution](#)

136.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abhi-bnsl's solution](#)

137.

2069C

[Beautiful Sequence](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[abhi-bnsl's solution](#)

138.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[abhi-bnsl's solution](#)

139.

2008E

[Alternating String](#) · [Tutorial](#)

Quality: 13,228 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[abhi-bnsl's solution](#)

140.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[abhi-bnsl's solution](#)

141.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[abhi-bnsl's solution](#)

142.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[abhi-bnsl's solution](#)

143.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[abhi-bnsl's solution](#)

144.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[abhi-bnsl's solution](#)

145.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[abhi-bnsl's solution](#)

146.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[abhi-bnsl's solution](#)

147.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[abhi-bnsl's solution](#)

148.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[abhi-bnsl's solution](#)

149.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[abhi-bnsl's solution](#)

150.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[abhi-bnsl's solution](#)

151.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[abhi-bnsl's solution](#)

152.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[abhi-bnsl's solution](#)

153.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[abhi-bnsl's solution](#)

154.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[abhi-bnsl's solution](#)

155.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[abhi-bnsl's solution](#)

156.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[abhi-bnsl's solution](#)

157.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[abhi-bnsl's solution](#)

158.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[abhi-bnsl's solution](#)

159.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[abhi-bnsl's solution](#)

160.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[abhi-bnsl's solution](#)

161.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[abhi-bnsl's solution](#)

162.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[abhi-bnsl's solution](#)

163.

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[abhi-bnsl's solution](#)

164.

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[abhi-bnsl's solution](#)

165.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[abhi-bnsl's solution](#)

166.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[abhi-bnsl's solution](#)

167.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[abhi-bnsl's solution](#)

168.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[abhi-bnsl's solution](#)

169.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[abhi-bnsl's solution](#)

170.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[abhi-bnsl's solution](#)

171.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[abhi-bnsl's solution](#)

172.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[abhi-bnsl's solution](#)

173.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[abhi-bnsl's solution](#)

174.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[abhi-bnsl's solution](#)

175.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[abhi-bnsl's solution](#)

176.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[abhi-bnsl's solution](#)

177.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[abhi-bnsl's solution](#)

178.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[abhi-bnsl's solution](#)

179.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[abhi-bnsl's solution](#)

180.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory

[abhi-bnsl's solution](#)

181.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[abhi-bnsl's solution](#)

182.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[abhi-bnsl's solution](#)

183.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[abhi-bnsl's solution](#)

184.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[abhi-bnsl's solution](#)

185.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[abhi-bnsl's solution](#)

186.

2013D

[Minimize the Difference](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[abhi-bnsl's solution](#)

187.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[abhi-bnsl's solution](#)

188.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[abhi-bnsl's solution](#)

189.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy
[abhi-bnsl's solution](#)

190.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

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191.

2063D

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192.

2061E

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193.

2055D

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194.

2057D

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195.

2014F

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196.

1731E

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197.

1763C

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198.

1772F

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199.

2092E

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200.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
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201.

2008H

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202.

1998D

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203.

1767C

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[abhi-bnsl's solution](#)

204.

1771D

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205.

2065H

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206.

2025E

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207.

1428E

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208.

1998E1

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209.

1763D

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210.

2006C

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[abhi-bnsl's solution](#)

211.

2086E

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Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[abhi-bnsl's solution](#)

212.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
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213.

2043F

[Nim](#) · [Tutorial](#)

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[abhi-bnsl's solution](#)

214.

2042E

[Vertex Pairs](#) · [Tutorial](#)

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