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Unique solved — bieybay

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

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Count: 153

1.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[bieybay's solution](#)

2.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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3.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[bieybay's solution](#)

4.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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5.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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6.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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7.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

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8.

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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9.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory

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10.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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11.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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12.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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13.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[bieybay's solution](#)

14.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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15.

2036B

[Startup](#) · [Tutorial](#)

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16.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[bieybay's solution](#)

17.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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18.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,985 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[bieybay's solution](#)

19.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[bieybay's solution](#)

20.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[bieybay's solution](#)

21.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[bieybay's solution](#)

22.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[bieybay's solution](#)

23.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[bieybay's solution](#)

24.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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25.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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26.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[bieybay's solution](#)

27.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[bieybay's solution](#)

28.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

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29.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[bieybay's solution](#)

30.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
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31.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[bieybay's solution](#)

32.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices
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33.

2056C

[Palindromic Subsequences](#) · [Tutorial](#)

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math
[bieybay's solution](#)

34.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy
[bieybay's solution](#)

35.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[bieybay's solution](#)

36.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[bieybay's solution](#)

37.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[bieybay's solution](#)

38.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[bieybay's solution](#)

39.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[bieybay's solution](#)

40.

2091E

[Interesting Ratio](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[bieybay's solution](#)

41.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[bieybay's solution](#)

42.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[bieybay's solution](#)

43.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[bieybay's solution](#)

44.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[bieybay's solution](#)

45.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[bieybay's solution](#)

46.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[bieybay's solution](#)

47.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[bieybay's solution](#)

48.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[bieybay's solution](#)

49.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bieybay's solution](#)

50.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[bieybay's solution](#)

51.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[bieybay's solution](#)

52.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[bieybay's solution](#)

53.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[bieybay's solution](#)

54.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[bieybay's solution](#)

55.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[bieybay's solution](#)

56.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[bieybay's solution](#)

57.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[bieybay's solution](#)

58.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bieybay's solution](#)

59.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and

conquer, dp, math

[bieybay's solution](#)

60.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[bieybay's solution](#)

61.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[bieybay's solution](#)

62.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[bieybay's solution](#)

63.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[bieybay's solution](#)

64.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[bieybay's solution](#)

65.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[bieybay's solution](#)

66.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[bieybay's solution](#)

67.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[bieybay's solution](#)

68.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[bieybay's solution](#)

69.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[bieybay's solution](#)

70.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,227 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[bieybay's solution](#)

71.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1700 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[bieybay's solution](#)

72.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[bieybay's solution](#)

73.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[bieybay's solution](#)

74.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bieybay's solution](#)

75.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[bieybay's solution](#)

76.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[bieybay's solution](#)

77.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[bieybay's solution](#)

78.

2043D

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

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[bieybay's solution](#)

79.

675D

[Tree Construction](#) · [Tutorial](#)

Quality: 4,271 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[bieybay's solution](#)

80.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[bieybay's solution](#)

81.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[bieybay's solution](#)

82.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[bieybay's solution](#)

83.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[bieybay's solution](#)

84.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[bieybay's solution](#)

85.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[bieybay's solution](#)

86.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[bieybay's solution](#)

87.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[bieybay's solution](#)

88.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[bieybay's solution](#)

89.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[bieybay's solution](#)

90.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bieybay's solution](#)

91.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[bieybay's solution](#)

92.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp

[bieybay's solution](#)

93.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[bieybay's solution](#)

94.

2036F

[XORificator 3000](#) · [Tutorial](#)

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95.

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96.

2009G1

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97.

2096D

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98.

2061E

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99.

2057D

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100.

2048E

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101.

1311D

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102.

842C

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103.

360B

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104.

1696E

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106.

2037G

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107.

340E

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108.

2107D

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109.

875C

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110.

1025D

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111.

1734E

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112.

2061F1

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113.

1787E

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114.

1762D

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115.

1299C

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116.

2040E

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117.

1202C

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118.

2037F

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sortings, two pointers

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119.

340B

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120.

2008H

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121.

2108D

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122.

2106G1

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123.

2070E

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124.

1327D

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125.

1477C

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126.

2062D

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127.

2056D

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128.

2034E

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129.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

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130.

2039E

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131.

2033G

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132.

1238E

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133.

2120E

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134.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

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135.

2097B

[Baggage Claim](#) · [Tutorial](#)

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136.

2066C

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137.

2057E1

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138.

2096E

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Quality: 2,047 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

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139.

2084E

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140.

2086E

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141.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

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142.

2063F1

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143.

2056E

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144.

2103F

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145.

2104G

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146.

2063F2

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147.

102460E

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148.

102460J

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149.

102460D

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150.

102460C

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151.

102460H

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152.

102460K

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153.

100541I

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