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Unique solved — bismispis

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

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Count: 36

1.

2209A

[Flip Flops](#) · [Tutorial](#)

Quality: 21,505 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[bismispis's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,229 global accepts · Rating: 800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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3.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,473 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings

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4.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,128 global accepts · Rating: 800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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5.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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7.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,991 global accepts · Rating: 800 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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8.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,366 global accepts · Rating: 800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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9.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 900 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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10.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,715 global accepts · Rating: 900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[bismispis's solution](#)

11.

2203B

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

Quality: 14,294 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[bismispis's solution](#)

12.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
[bismispis's solution](#)

13.

2202B

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

Quality: 11,147 global accepts · Rating: 1200 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[bismispis's solution](#)

14.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,101 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[bismispis's solution](#)

15.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,785 global accepts · Rating: 1300 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[bismispis's solution](#)

16.

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy
[bismispis's solution](#)

17.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[bismispis's solution](#)

18.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1500 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[bismispis's solution](#)

19.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,067 global accepts · Rating: 1500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory
[bismispis's solution](#)

20.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[bismispis's solution](#)

21.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,032 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[bismispis's solution](#)

22.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees
[bismispis's solution](#)

23.

2202D

[Recollect Numbers](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[bismispis's solution](#)

24.

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy
[bismispis's solution](#)

25.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,322 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
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26.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[bismispis's solution](#)

27.

2200F

[Moclear Reactor 2](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 1900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[bismispis's solution](#)

28.

2202E

[Rigged Bracket Sequence](#) · [Tutorial](#)

Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[bismispis's solution](#)

29.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings
[bismispis's solution](#)

30.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,776 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[bismispis's solution](#)

31.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[bismispis's solution](#)

32.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[bismispis's solution](#)

33.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

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34.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[bismispis's solution](#)

35.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[bismispis's solution](#)

36.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

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