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Unique solved — brianlee.lck

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

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Count: 158

1.

1621A

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2.

1616A

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3.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#), [number theory](#)
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4.

1556A

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5.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

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6.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)
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7.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)
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8.

1400A

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

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[brianlee.lck's solution](#)

9.

1391B

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10.

1391A

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11.

1389A

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12.

1368A

[C+=](#) · [Tutorial](#)

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13.

1348A

[Phoenix and Balance](#) · [Tutorial](#)

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14.

1230A

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15.

1216A

[Prefixes](#) · [Tutorial](#)

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16.

1543A

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17.

1401A

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18.

1339A

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19.

1238A

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20.

1216B

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21.

1515B

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22.

1362A

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23.

1342A

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24.

1237A

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25.

1230B

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26.

1616B

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27.

1428C

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28.

1401B

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29.

1365A

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30.

1342B

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31.

1334B

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32.

1586B

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33.

1428B

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34.

1362B

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35.

1363A

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36.

1339B

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37.

1334A

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38.

1401C

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39.

1366B

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40.

1365B

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1237B

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42.

1238B

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43.

1216D

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44.

1854A1

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45.

1515C

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46.

1408B

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47.

1365C

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48.

1362C

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49.

1363B

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Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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50.

1348B

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51.

1621B

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52.

1616C

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53.

1515D

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54.

1408C

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55.

1400C

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56.

1391C

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[brianlee.lck's solution](#)

57.

1389C

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Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

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58.

1368B

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59.

1366C

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60.

1339C

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61.

2A

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62.

1407C

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63.

1396A

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64.

1363C

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65.

1348C

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66.

1334C

[Circle of Monsters](#) · [Tutorial](#)

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67.

1621C

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[brianlee.lck's solution](#)

68.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

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69.

1400B

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70.

1368D

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71.

1365D

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72.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[brianlee.lck's solution](#)

73.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs

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74.

1216C

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Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

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75.

190B

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76.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

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77.

1396B

[Stoned Game](#) · [Tutorial](#)

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78.

1401D

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79.

1334D

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80.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[brianlee.lck's solution](#)

81.

1854A2

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Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[brianlee.lck's solution](#)

82.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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83.

1400D

[Zigzags](#) · [Tutorial](#)

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84.

1384D

[GameGame](#) · [Tutorial](#)

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85.

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

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86.

1342D

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87.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[brianlee.lck's solution](#)

88.

1616D

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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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89.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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90.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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91.

1363E

[Tree Shuffling](#) · [Tutorial](#)

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[brianlee.lck's solution](#)

92.

1621D

[The Winter Hike](#) · [Tutorial](#)

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[brianlee.lck's solution](#)

93.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[brianlee.lck's solution](#)

94.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp
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95.

1616E

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96.

1586E

[Moment of Bloom](#) · [Tutorial](#)

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97.

1262E

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Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths
[brianlee.lck's solution](#)

98.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[brianlee.lck's solution](#)

99.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[brianlee.lck's solution](#)

100.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[brianlee.lck's solution](#)

101.

1389E

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

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · last AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[brianlee.lck's solution](#)

102.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[brianlee.lck's solution](#)

103.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[brianlee.lck's solution](#)

104.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings
[brianlee.lck's solution](#)

105.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[brianlee.lck's solution](#)

106.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[brianlee.lck's solution](#)

107.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
[brianlee.lck's solution](#)

108.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

109.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

110.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

111.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

112.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

113.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

114.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

115.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

116.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

117.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · Python 3 (first AC) · Tags: —
[brianlee.lck's solution](#)

118.

100800H

[Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

119.

100800J

[Jelly Raid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

120.

100800G

[Drink Responsibly](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

121.

100800M

[Milestone Counter](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

122.

100800I

[Nimionese](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

123.

100800B

[Mountain Biking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

124.

100800C

[Conversation Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · Python 3 (first AC) · Tags: —

[brianlee.lck's solution](#)

125.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

126.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

127.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

128.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

129.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

130.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

131.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

132.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

133.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

134.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)

135.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

136.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

137.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

138.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

139.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

140.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

141.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

142.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

143.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

144.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

145.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

146.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

147.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

148.

103102I

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

Rating: — · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

149.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

150.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[brianlee.lck's solution](#)

151.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

152.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-10 · PyPy 3 (first AC) · Tags: —
[brianlee.lck's solution](#)

153.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

154.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

155.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

156.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[brianlee.lck's solution](#)

157.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-03 · PyPy 3 (first AC) · Tags: —

[brianlee.lck's solution](#)

158.

103119L

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

Rating: — · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[brianlee.lck's solution](#)