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# Unique solved — chenzheyuan

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1.

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4.

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5.

2074B

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6.

2074A

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7.

2075A

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8.

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9.

1985D

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**10.**

2085A

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**11.**

1985C

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**12.**

2090B

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**13.**

2086B

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**14.**

2074C

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**15.**

2085B

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**16.**

2160C

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**17.**

2086C

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**18.**

2075B

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**19.**

2045C

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2120C

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**21.**

1999G1

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**22.**

2075C

[Two Colors](#) · [Tutorial](#)

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**23.**

2085C

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**24.**

1468D

[Firecrackers](#) · [Tutorial](#)

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**25.**

2086D

[Even String](#) · [Tutorial](#)

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**26.**

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

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**27.**

2182E

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**28.**

2082C

[Math Division](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

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**29.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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**30.**

1846G

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**31.**

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, two pointers

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**32.**

2045B

[ICPC Square](#) · [Tutorial](#)

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**33.**

2075D

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**34.**

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

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**35.**

2090F1

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**36.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

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**37.**

1792E

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**38.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

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**39.**

2075E

[XOR Matrix](#) · [Tutorial](#)

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**40.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

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**41.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, geometry

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**42.**

2095A

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