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Unique solved — frey4

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29.

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30.

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31.

1774A

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36.

1758A

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1735A

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1759A

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56.

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1806B

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1747B

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1791D

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1782B

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1770B

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1770A

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88.

1761B

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89.

1732A

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1744C

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1721B

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92.

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96.

1904B

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97.

1902B

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1850E

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101.

1826B

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102.

1811C

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103.

1807G2

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104.

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1793B

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108.

1762B

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111.

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1741C

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113.

1739B

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114.

1726B

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115.

1722D

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116.

1909B

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Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · Java 21 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

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117.

1903B

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Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-12 · Java 21 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

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118.

1870B

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119.

1793C

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120.

1792B

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121.

1747C

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122.

1744D

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123.

1742E

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124.

1736B

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125.

1720C

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126.

1984C1

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127.

1968D

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[frey4's solution](#)

128.

1931D

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Quality: 30,635 global accepts · Rating: 1300 · first AC: 2024-02-14 · Java 21 (first AC) · Tags: combinatorics, math, number theory

[frey4's solution](#)

129.

1900C

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130.

1913C

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131.

1902C

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132.

1899D

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133.

1899E

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134.

1870C

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135.

1867C

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136.

1850F

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137.

1829F

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138.

1826C

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139.

1807E

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140.

1774C

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141.

1766C

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142.

1754C1

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143.

1741D

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144.

1736C1

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145.

1726C

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146.

1717C

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1919C

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148.

1909C

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149.

1887A1

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150.

1903C

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151.

1863D

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152.

888C

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153.

1904C

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154.

1901C

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1895C

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1762C

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157.

1771B

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158.

1758C

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159.

1735C

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160.

1761C

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161.

1759D

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162.

1750C

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1740C

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164.

1749C

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165.

1721C

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166.

620C

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167.

1792C

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168.

1851E

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Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · Java 17 (first AC) · Tags: dfs and similar, dp, graphs, sortings

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169.

1850G

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170.

1811E

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[frey4's solution](#)

171.

1809C

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172.

1804C

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173.

1791F

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174.

1774B

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175.

1767D

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176.

1759E

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177.

1740D

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178.

1732D1

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179.

1754C2

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Rating: 1500 · first AC: 2022-10-23 · Java 8 (first AC) · Tags: constructive algorithms, implementation
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180.

1744E1

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181.

1742G

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182.

1742F

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183.

1739C

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184.

494A

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185.

1081B

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186.

1084C

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187.

1105C

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188.

166E

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189.

282C

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190.

1968E

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191.

923B

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192.

1917C

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193.

1904D1

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194.

1899F

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Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · Java 21 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
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195.

1829G

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196.

1811D

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[frey4's solution](#)

197.

1806C

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198.

1796C

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199.

429B

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200.

1774D

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201.

1766D

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Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · Java 17 (first AC) · Tags: math, number theory
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202.

1771C

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Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · Java 17 (first AC) · Tags: greedy, math, number theory
[frey4's solution](#)

203.

1754D

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Rating: 1600 · first AC: 2022-10-23 · Java 8 (first AC) · Tags: math

[frey4's solution](#)

204.

1741E

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[frey4's solution](#)

205.

175C

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[frey4's solution](#)

206.

1281B

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207.

573B

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208.

639B

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[frey4's solution](#)

209.

788A

[Functions again](#) · [Tutorial](#)

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210.

209A

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211.

305C

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[frey4's solution](#)

212.

949A

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Quality: 5,656 global accepts · Rating: 1600 · first AC: 2022-05-30 · last AC: 2022-05-30 · Java 8 (first AC) · Tags: greedy

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213.

712C

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Quality: 6,204 global accepts · Rating: 1600 · first AC: 2022-05-27 · Java 8 (first AC) · Tags: greedy, math

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214.

1984C2

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215.

1512G

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216.

1931F

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217.

1916D

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218.

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-12-15 · Java 21 (first AC) · Tags: combinatorics, constructive algorithms, math

[frey4's solution](#)

219.

1903D1

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Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-12-12 · Java 21 (first AC) · Tags: binary search, bitmasks, brute force, greedy

[frey4's solution](#)

220.

1901D

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Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · Java 21 (first AC) · Tags: binary search, dp, greedy, implementation, math

[frey4's solution](#)

221.

1850H

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222.

1833F

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223.

1829H

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224.

1826D

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225.

1608C

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226.

382C

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227.

1798C

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228.

1807F

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229.

1792D

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230.

1770C

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231.

1731D

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232.

1731C

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233.

1735D

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234.

1760G

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235.

1743D

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Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · Java 8 (first AC) · Tags: brute force, dp, greedy, probabilities
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236.

276D

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237.

729D

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238.

484A

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239.

1066E

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240.

1368D

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241.

1051D

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242.

1009D

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243.

739A

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244.

984C

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245.

1310A

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246.

960C

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[frey4's solution](#)

247.

797C

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248.

2033F

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249.

1968F

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250.

1915G

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251.

1904D2

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252.

1870D

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253.

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254.

1851F

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[frey4's solution](#)

255.

1853D

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256.

1853C

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257.

1833G

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258.

1809D

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259.

1793D

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260.

1782D

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261.

1759F

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262.

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263.

1740E

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264.

1721D

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1720D1

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266.

1283E

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267.

1096D

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268.

1038D

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269.

1446B

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270.

922D

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271.

358D

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33C

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273.

747D

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274.

1148D

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275.

1991E

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[frey4's solution](#)

276.

1991D

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277.

1968G1

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278.

1922D

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279.

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280.

1920D

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281.

463D

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282.

1854A2

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1909D

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1887A2

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286.

1902E

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287.

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288.

1899G

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289.

1895D

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Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · Java 17 (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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290.

883I

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291.

1791G2

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Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · Java 17 (first AC) · Tags: binary search, greedy, sortings

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292.

1759G

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293.

1747D

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294.

1749D

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[frey4's solution](#)

295.

1744E2

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296.

1400D

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Quality: 11,392 global accepts · Rating: 1900 · first AC: 2022-09-09 · Java 8 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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297.

1467C

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Quality: 6,787 global accepts · Rating: 1900 · first AC: 2022-07-26 · Java 8 (first AC) · Tags: constructive algorithms, greedy
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298.

2020E

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299.

1984D

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300.

938D

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Quality: 6,967 global accepts · Rating: 2000 · first AC: 2024-05-09 · Java 21 (first AC) · Tags: data structures, graphs, shortest paths
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301.

954E

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302.

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2024-04-24 · last AC: 2024-04-24 · Java 21 (first AC) · Tags: binary search, data structures
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303.

258C

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Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-02-29 · Java 21 (first AC) · Tags: binary search, combinatorics, dp, math
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304.

1931G

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Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-14 · Java 21 (first AC) · Tags: combinatorics, math, number theory
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305.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-12-25 · Java 21 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
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306.

1900D

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307.

1903E

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308.

1893C

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309.

1889C1

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310.

1891F

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311.

1851G

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Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · Java 17 (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
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312.

1804D

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Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · Java 17 (first AC) · Tags: brute force, dp, greedy, implementation
[frey4's solution](#)

313.

1788D

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Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-10 · Java 17 (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers
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314.

1731E

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Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · Java 17 (first AC) · Tags: dp, greedy, math, number theory
[frey4's solution](#)

315.

1744F

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Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-17 · Java 8 (first AC) · Tags: math, two pointers
[frey4's solution](#)

316.

1415D

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Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-05-28 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms
[frey4's solution](#)

317.

2029E

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Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-12 · Java 21 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[frey4's solution](#)

318.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2024-05-04 · Java 21 (first AC) · Tags: dfs and similar, math, number theory

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319.

1575L

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Quality: 1,707 global accepts · Rating: 2100 · first AC: 2024-05-04 · Java 21 (first AC) · Tags: data structures, divide and conquer, dp, sortings

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320.

1863E

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321.

1787E

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[frey4's solution](#)

322.

1762D

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Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · Java 17 (first AC) · Tags: constructive algorithms, interactive, number theory

[frey4's solution](#)

323.

1761D

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Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · Java 8 (first AC) · Tags: combinatorics, math

[frey4's solution](#)

324.

1734E

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Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · Java 8 (first AC) · Tags: constructive algorithms, number theory

[frey4's solution](#)

325.

1991F

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326.

2013E

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327.

1985H2

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328.

1968G2

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329.

1967B2

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330.

1921G

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331.

1909F1

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332.

1485D

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333.

1867E2

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334.

1854B

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335.

1933G

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[frey4's solution](#)

336.

1917D

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[frey4's solution](#)

337.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · Java 21 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[frey4's solution](#)

338.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-12-15 · Java 21 (first AC) · Tags: data structures, dp, greedy

[frey4's solution](#)

339.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[frey4's solution](#)

340.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-23 · Java 21 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[frey4's solution](#)

341.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2023-12-15 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[frey4's solution](#)

342.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[frey4's solution](#)

343.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-05 · Go (first AC) · Tags: data structures, dsu, graphs, trees

[frey4's solution](#)

344.

1792E

[Divisors and Table](#) · [Tutorial](#)

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[frey4's solution](#)

345.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[frey4's solution](#)

346.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-05-15 · last AC: 2024-05-15 · Java 21 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[frey4's solution](#)

347.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · Java 21 (first AC) · Tags: constructive algorithms, math

[frey4's solution](#)

348.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

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[frey4's solution](#)

349.

1270G

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Quality: 2,960 global accepts · Rating: 2700 · first AC: 2024-01-05 · last AC: 2024-01-05 · Java 21 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[frey4's solution](#)

350.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · Java 17 (first AC) · Tags: —

[frey4's solution](#)