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Unique solved — im_xRayVN

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- 1.**
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- 3.**
2209A
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- 6.**
2210B
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Quality: 17,574 global accepts · Rating: 900 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy
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- 7.**
2217B
[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)
Quality: 16,092 global accepts · Rating: 1000 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation
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- 8.**
2204C
[Spring](#) · [Tutorial](#)
Quality: 17,418 global accepts · Rating: 1000 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: math, number theory
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- 9.**
2210C1
[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)
Quality: 12,827 global accepts · Rating: 1200 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: greedy, number theory
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10.

2217C

[Grid Covering](#) · [Tutorial](#)

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11.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,660 global accepts · Rating: 1400 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive

[im_xRayVN's solution](#)

12.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

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13.

2215A

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Quality: 2,516 global accepts · Rating: 1700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

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14.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1800 · first AC: 2026-03-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[im_xRayVN's solution](#)

15.

2204E

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Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

[im_xRayVN's solution](#)

16.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2026-04-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[im_xRayVN's solution](#)

17.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: binary search, brute force, implementation, math, number theory

[im_xRayVN's solution](#)

18.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2100 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, strings, trees

[im_xRayVN's solution](#)

19.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-03-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, number theory

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20.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

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21.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

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22.

2210E

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23.

2222E

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Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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24.

2222D

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

Quality: 3,195 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, sortings

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25.

2222C

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Quality: 4,788 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: dp, math

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26.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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27.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

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28.

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, math

[im_xRayVN's solution](#)

29.

2225D

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

Quality: 6,631 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[im_xRayVN's solution](#)

30.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,370 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: dp, greedy

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31.

2225B

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

Quality: 14,183 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[im_xRayVN's solution](#)

32.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,733 global accepts · Rating: — · first AC: 2026-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math
[im_xRayVN's solution](#)