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Unique solved — kizaru

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1.

1676A

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2.

1991A

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3.

1942A

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4.

1948A

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5.

1935A

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6.

1937A

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7.

1929A

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8.

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9.

1931A

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10.

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11.

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12.

1736A

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13.

1722C

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1722B

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1722A

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18.

1676B

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19.

1678B1

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20.

1678A

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21.

1696B

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22.

1931C

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23.

1695B

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24.

1676D

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25.

1991B

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26.

1942B

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27.

1948B

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28.

1741C

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29.

1717B

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30.

1722D

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1676E

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32.

1935B

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33.

1694B

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34.

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35.

1942C1

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36.

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37.

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38.

1937B

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39.

1931D

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40.

1741D

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41.

1736C1

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42.

1717C

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43.

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44.

1676G

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45.

1965A

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46.

1929C

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Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

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47.

1931E

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48.

1696C

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49.

1676H1

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50.

1722G

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51.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

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52.

1741E

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53.

1722E

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54.

1689C

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55.

1942C2

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56.

1948D

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57.

1937C

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58.

1931F

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59.

1722F

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60.

1695C

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61.

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62.

1935C

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63.

1935D

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64.

1991E

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65.

1991D

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66.

1943B

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67.

1937D

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Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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68.

1942D

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69.

1991F

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70.

1965C

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71.

1943C

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72.

1943D1

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73.

1937E

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Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

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74.

1965E

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