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Unique solved — konichi

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- 1.**
2211A
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- 2.**
2204B
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- 3.**
2204A
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- 4.**
2208A
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- 5.**
2203A
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- 6.**
2176A
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- 7.**
2191A
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- 8.**
2204C
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- 9.**
2203B
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10.

2176B

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11.

2191B

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12.

2211B

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13.

2208B

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[konichi's solution](#)

14.

2191C

[Sorting Game](#) · [Tutorial](#)

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15.

2211C1

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[konichi's solution](#)

16.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

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17.

2176C

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18.

2204D

[Alternating Path](#) · [Tutorial](#)

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19.

2191D1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

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[konichi's solution](#)

20.

2203C

[Test Generator](#) · [Tutorial](#)

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[konichi's solution](#)

21.

2203D

[Divisibility Game](#) · [Tutorial](#)

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22.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[konichi's solution](#)

23.

2204E

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24.

2208D1

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[konichi's solution](#)

25.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[konichi's solution](#)

26.

2191D2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[konichi's solution](#)

27.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[konichi's solution](#)

28.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[konichi's solution](#)

29.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[konichi's solution](#)

30.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

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[konichi's solution](#)

31.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[konichi's solution](#)

32.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[konichi's solution](#)

33.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[konichi's solution](#)

34.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

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35.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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36.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

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