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# Unique solved — loyalixa

Links: [problem \(problemset\)](#), [Tutorial](#), [submission \(first AC\)](#).

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Filters: none

Count: 55

1.

2160A

[MEX Partition](#) · [Tutorial](#)

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2.

2008A

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Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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3.

2008C

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4.

2008B

[Square or Not](#) · [Tutorial](#)

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5.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,107 global accepts · Rating: 800 · first AC: 2024-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings

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6.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,358 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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7.

1982A

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Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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8.

1980B

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9.

1980A

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**10.**

1974B

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**11.**

1974A

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**12.**

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,712 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**13.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,491 global accepts · Rating: 800 · first AC: 2024-05-10 · Java 8 (first AC) · Tags: implementation, sortings  
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**14.**

1968B

[Prefiqence](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
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**15.**

1968A

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**16.**

1971C

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**17.**

2000C

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**18.**

1968C

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**19.**

1971D

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**20.**

1920B

[Summation Game](#) · [Tutorial](#)

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**21.**

27A

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**22.**

1594C

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**23.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

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**24.**

1520D

[Same Differences](#) · [Tutorial](#)

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**25.**

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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**26.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2024-08-03 · Java 8 (first AC) · Tags: binary search, math

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**27.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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**28.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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**29.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

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**30.**

600B

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Quality: 39,168 global accepts · Rating: 1300 · first AC: 2024-08-06 · Java 8 (first AC) · Tags: binary search, data structures, sortings, two pointers

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**31.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2024-08-04 · Java 8 (first AC) · Tags: binary search, implementation, math, number theory

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**32.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**33.**

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

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**34.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2024-08-02 · last AC: 2024-08-02 · Java 8 (first AC) · Tags: binary search, brute force, implementation, two pointers

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**35.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**36.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

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**37.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

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**38.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**39.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

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**40.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

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41.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

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42.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2024-05-22 · Java 8 (first AC) · Tags: data structures, expression parsing, implementation

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43.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

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44.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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45.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

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46.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,488 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings

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47.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,321 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

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48.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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49.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

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50.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

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**51.**

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

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**52.**

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

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**53.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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**54.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

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**55.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

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