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Unique solved — nullbrain

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

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Count: 33

1.

2217A

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2.

2209A

[Flip Flops](#) · [Tutorial](#)

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3.

2204B

[Right Maximum](#) · [Tutorial](#)

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4.

2204A

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5.

2208A

[Bingo Candies](#) · [Tutorial](#)

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6.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: greedy, strings

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7.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,377 global accepts · Rating: 900 · first AC: 2026-03-21 · Kotlin 2.2 (first AC) · Tags: greedy

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8.

2217B

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

Quality: 16,051 global accepts · Rating: 1000 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: greedy, implementation

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9.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,395 global accepts · Rating: 1000 · first AC: 2026-03-16 · Kotlin 2.2 (first AC) · Tags: math, number theory

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10.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

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11.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,426 global accepts · Rating: 1300 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: chinese remainder theorem, math, number theory

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12.

2208C

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

Quality: 11,093 global accepts · Rating: 1300 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: dp, greedy, math

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13.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, interactive

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14.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 1400 · first AC: 2026-03-16 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

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15.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,807 global accepts · Rating: 1600 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: games, greedy, sortings

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16.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: data structures, divide and conquer, dp, math

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17.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy

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18.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · Kotlin 2.2 (first AC) · Tags: brute force, constructive algorithms, math

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19.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

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20.

2217D

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

Quality: 3,334 global accepts · Rating: 1900 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: greedy, implementation, math

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21.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2000 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

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22.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy

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23.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2200 · first AC: 2026-03-22 · C# 13 (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

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24.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · Kotlin 2.2 (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

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25.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

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26.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: combinatorics, dp, math, trees

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27.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-22 · C# 13 (first AC) · Tags: data structures, greedy, implementation, trees

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28.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-26 · C# 13 (first AC) · Tags: brute force, combinatorics, dp

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29.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: data structures, implementation, math, trees

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30.

2219B2

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

Quality: 3,207 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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31.

2219B1

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

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[nullbrain_'s solution](#)

32.

2219C

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

Quality: 1,214 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

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33.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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