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Unique solved — oreo816

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

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Count: 72

1.

1845A

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2.

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

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3.

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [implementation](#)

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4.

1698A

[XOR Mixup](#) · [Tutorial](#)

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5.

1684B

[Z mod X = C](#) · [Tutorial](#)

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6.

1684A

[Digit Minimization](#) · [Tutorial](#)

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7.

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

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8.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: [games](#), [implementation](#), [math](#)

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9.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [sortings](#)

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10.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

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11.

1557A

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12.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

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13.

1405A

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14.

1400A

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

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15.

1392B

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16.

1392A

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17.

1845B

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18.

1699B

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19.

1486A

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20.

1485A

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21.

1405B

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22.

1672C

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23.

1656B

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24.

1574B

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25.

1557B

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26.

1656C

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27.

1485B

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28.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

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29.

1698C

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30.

1574C

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31.

1845C

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32.

1548A

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33.

2075C

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34.

1552B

[Running for Gold](#) · [Tutorial](#)

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35.

1486B

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36.

1405C

[Balanced Bitstring](#) · [Tutorial](#)

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37.

1400C

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38.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
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39.

1486C1

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Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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40.

1699C

[The Third Problem](#) · [Tutorial](#)

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- 41.**
1672D
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1557C
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1400B
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1392D
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1845D
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1548B
[Integers Have Friends](#) · [Tutorial](#)
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1552C
[Maximize the Intersections](#) · [Tutorial](#)
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1552D
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- 50.**
1656D
[K-good](#) · [Tutorial](#)
Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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51.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
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52.

1405D

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53.

1400D

[Zigzags](#) · [Tutorial](#)

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54.

1672F1

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55.

1574D

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56.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-06 · last AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
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57.

1486D

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58.

1392E

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59.

2113D

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60.

2085E

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61.

2089C1

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62.

1672E

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63.

1656E

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64.

1641C

[Anonymity Is Important · Tutorial](#)

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65.

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66.

1485D

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67.

1400E

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68.

1699D

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Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
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69.

1698E

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70.

2143E

[Make Good · Tutorial](#)

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71.

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-10-06 · last AC: 2026-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

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72.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

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