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Unique solved — patatapum

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

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Count: 62

1.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[patatapum's solution](#)

2.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
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3.

2051A

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Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-22 · PyPy 3 (first AC) · Tags: greedy
[patatapum's solution](#)

4.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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5.

2040A

[Game of Division](#) · [Tutorial](#)

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6.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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7.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
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8.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[patatapum's solution](#)

9.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[patatapum's solution](#)

10.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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11.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[patatapum's solution](#)

12.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2025-06-23 · last AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[patatapum's solution](#)

13.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[patatapum's solution](#)

14.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[patatapum's solution](#)

15.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[patatapum's solution](#)

16.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[patatapum's solution](#)

17.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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18.

1954C

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

Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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19.

1941D

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Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
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20.

1886B

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Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
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- 21.**
2049B
[pspspsps](#) · [Tutorial](#)
Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
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- 22.**
1966C
[Everything Nim](#) · [Tutorial](#)
Rating: 1400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
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- 23.**
2028B
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Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math
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- 24.**
2049C
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- 25.**
1105C
[Ayoub and Lost Array](#) · [Tutorial](#)
Quality: 11,368 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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- 26.**
2040C
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[patatapum's solution](#)
- 27.**
1941E
[Rudolf and k Bridges](#) · [Tutorial](#)
Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[patatapum's solution](#)
- 28.**
1886C
[Decreasing String](#) · [Tutorial](#)
Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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- 29.**
2122C
[Manhattan Pairs](#) · [Tutorial](#)
Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
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- 30.**
2089A
[Simple Permutation](#) · [Tutorial](#)
Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
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31.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy
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32.

1954D

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Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
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33.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
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34.

1181C

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35.

2089B1

[Canteen \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[patatapum's solution](#)

36.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[patatapum's solution](#)

37.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers
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38.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[patatapum's solution](#)

39.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: games
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40.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory
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41.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

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42.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[patatapum's solution](#)

43.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[patatapum's solution](#)

44.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[patatapum's solution](#)

45.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Rating: 2200 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games

[patatapum's solution](#)

46.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[patatapum's solution](#)

47.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[patatapum's solution](#)

48.

861F

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[patatapum's solution](#)

49.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[patatapum's solution](#)

50.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2026-01-29 · last AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, trees

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51.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, strings, trees
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52.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[patatapum's solution](#)

53.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[patatapum's solution](#)

54.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive
[patatapum's solution](#)

55.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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56.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math
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57.

240E

[Road Repairs](#) · [Tutorial](#)

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58.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: games, math
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59.

908G

[New Year and Original Order](#) · [Tutorial](#)

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60.

19E

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61.

102465H

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62.

101482I

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