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Unique solved — rlakkh

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

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Count: 86

1.

2217A

[The Equalizer](#) · [Tutorial](#)

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2.

2209A

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3.

2208A

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4.

2189A

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5.

1589A

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6.

1607A

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7.

1598A

[Computer Game](#) · [Tutorial](#)

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8.

1421A

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Quality: 35,481 global accepts · Rating: 800 · first AC: 2020-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

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9.

1191A

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10.

1183A

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11.

1176A

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12.

1154A

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13.

1173A

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14.

1148A

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15.

1167A

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16.

1159A

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17.

1150A

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18.

1152A

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19.

2209B

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20.

1589C

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21.

1607B

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22.

1247A

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23.

1183B

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24.

1175A

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25.

1166A

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26.

2217B

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27.

1607C

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28.

1182A

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29.

1174A

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30.

1165B

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31.

2208B

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32.

1176B

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33.

1173B

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34.

1165A

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35.

1157A

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36.

2189B

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37.

2190A

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Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

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38.

1154B

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39.

1174B

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40.

2217C

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41.

2208C

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42.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

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43.

1607D

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Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[rlakkh's solution](#)

44.

1182B

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45.

1159B

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46.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

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47.

2209C

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48.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

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49.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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50.

2208D1

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[rlakkh's solution](#)

51.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[rlakkh's solution](#)

52.

2217D

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

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[rlakkh's solution](#)

53.

2189D1

[Little String \(Easy Version\) · Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[rlakkh's solution](#)

54.

2215B

[RReeppeettiitiiioonn · Tutorial](#)

Quality: 1,014 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, number theory

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55.

2217E

[Definitely Larger · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[rlakkh's solution](#)

56.

2215C

[Oriented Journey · Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[rlakkh's solution](#)

57.

2209E

[A Trivial String Problem · Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[rlakkh's solution](#)

58.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[rlakkh's solution](#)

59.

2189D2

[Little String \(Hard Version\) · Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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60.

2217F

[Interval Game · Tutorial](#)

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61.

2110E

[Melody · Tutorial](#)

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62.

2196D

[Double Bracket Sequence · Tutorial](#)

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63.

2217G

[Down the Pivot](#) · [Tutorial](#)

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64.

2206D

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65.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

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66.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

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67.

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, trees

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68.

2209F

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

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[rlakkh's solution](#)

69.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 2700 · first AC: 2026-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, matrices

[rlakkh's solution](#)

70.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[rlakkh's solution](#)

71.

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[rlakkh's solution](#)

72.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[rlakkh's solution](#)

73.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

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74.

2206M

[Deformed Balance](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: 2900 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[rlakkh's solution](#)

75.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[rlakkh's solution](#)

76.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[rlakkh's solution](#)

77.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs

[rlakkh's solution](#)

78.

2190G

[Maximize Determinant](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3300 · first AC: 2026-01-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[rlakkh's solution](#)

79.

2215F

[Research](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3500 · first AC: 2026-04-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[rlakkh's solution](#)

80.

2211H

[Median Deletion](#) · [Tutorial](#)

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81.

2201G

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82.

2206L

[Onion](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[rlakkh's solution](#)

83.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[rlakkh's solution](#)

84.

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 99 global accepts · Rating: 3500 · first AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[rlakkh's solution](#)

85.

2187E

[Doors and Keys](#) · [Tutorial](#)

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[rlakkh's solution](#)

86.

2219E

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