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Unique solved — shenmadongdong.qwq

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

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Filters: none

Count: 135

1.

1556A

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2.

1552A

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3.

1553A

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4.

1530B

[Putting Plates](#) · [Tutorial](#)

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5.

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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6.

1498A

[GCD Sum](#) · [Tutorial](#)

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7.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

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8.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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9.

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

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10.

1494A

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Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
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11.

1486A

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12.

1499B

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13.

1492B

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Quality: 20,405 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
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14.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
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15.

1530C

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16.

1601A

[Array Elimination](#) · Tutorial

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17.

1556B

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18.

1558A

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19.

1553B

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20.

1498B

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21.

1493B

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22.

1548A

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23.

1494B

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24.

901A

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25.

1552B

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26.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

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27.

1499C

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28.

1492C

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29.

1486B

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30.

1530D

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31.

1498C

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Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

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32.

1486C1

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

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33.

1556C

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34.

1556D

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35.

1548B

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36.

1552C

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37.

1552D

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38.

1968G1

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39.

1601B

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40.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[shenmadongdong.qwq's solution](#)

41.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

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42.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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43.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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44.

1493C

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Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

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45.

1553E

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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

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46.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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47.

1499D

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48.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[shenmadongdong.qwq's solution](#)

49.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

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50.

901B

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51.

1556E

[Equilibrium](#) · Tutorial

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
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52.

1552F

[Telepanting](#) · Tutorial

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[shenmadongdong.qwq's solution](#)

53.

1503C

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54.

1498E

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55.

1498D

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56.

1486E

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57.

1601C

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58.

1548D1

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59.

1552E

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60.

1494D

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61.

1499E

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62.

1494E

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63.

1556F

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64.

1548C

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65.

1498F

[Christmas Game](#) · [Tutorial](#)

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[shenmadongdong.qwq's solution](#)

66.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

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67.

1558D

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Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

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68.

1601D

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Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

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69.

1028F

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70.

101170B

[British Menu](#) · [Tutorial](#)

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71.

101170J

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72.

101170I

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73.

101170F

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74.

101170C

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75.

101170H

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76.

101170E

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77.

103409B

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78.

103409D

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79.

103409E

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80.

103409G

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81.

103409A

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82.

103409I

[PTSD](#) · Tutorial

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83.

103081K

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84.

103081A

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85.

103081E

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86.

102483A

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87.

102483J

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88.

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89.

102483C

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90.

102483G

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91.

102483H

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92.

102483E

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93.

102483I

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94.

102483K

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95.

102001D

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96.

102001L

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97.

102001A

[Edit Distance](#) · Tutorial

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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98.

102001I

[Lie Detector](#) · Tutorial

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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99.

102920H

[Needle](#) · Tutorial

Rating: — · first AC: 2021-11-10 · last AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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100.

102920G

[Mobile Robot](#) · Tutorial

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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101.

102920E

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Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[shenmadongdong.qwq's solution](#)

102.

102920C

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Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[shenmadongdong.qwq's solution](#)

103.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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104.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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105.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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106.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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107.

102082D

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108.

102082K

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109.

102082G

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[shenmadongdong.qwq's solution](#)

110.

102082C

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111.

102082A

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112.

102082B

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113.

102500J

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114.

102500A

[Average Rank](#) · [Tutorial](#)

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[shenmadongdong.qwq's solution](#)

115.

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116.

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117.

102500F

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118.

102500E

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119.

102500I

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120.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[shenmadongdong.qwq's solution](#)

121.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[shenmadongdong.qwq's solution](#)

122.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[shenmadongdong.qwq's solution](#)

123.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[shenmadongdong.qwq's solution](#)

124.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[shenmadongdong.qwq's solution](#)

125.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[shenmadongdong.qwq's solution](#)

126.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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127.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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128.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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129.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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130.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[shenmadongdong.qwq's solution](#)

131.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks

[shenmadongdong.qwq's solution](#)

132.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[shenmadongdong.qwq's solution](#)

133.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math, number theory

[shenmadongdong.qwq's solution](#)

134.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[shenmadongdong.qwq's solution](#)

135.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[shenmadongdong.gwq's solution](#)