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Unique solved — squareOf105

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

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Filters: none

Count: 107

1.

2062A

[String](#) · [Tutorial](#)

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[squareOf105's solution](#)

2.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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3.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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4.

1987A

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5.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

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6.

1625A

[Ancient Civilization](#) · [Tutorial](#)

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7.

1569A

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8.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

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9.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

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10.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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11.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: brute force, implementation
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12.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
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13.

1987B

[K-Sort](#) · [Tutorial](#)

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14.

1569B

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Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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15.

1469B

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[squareOf105's solution](#)

16.

1469A

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Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[squareOf105's solution](#)

17.

641A

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Quality: 6,322 global accepts · Rating: 1000 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: implementation
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18.

2061B

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19.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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20.

1625B

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Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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21.

841B

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Quality: 13,187 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: games, math
[squareOf105's solution](#)

22.

2174A

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Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[squareOf105's solution](#)

23.

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24.

2002C

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Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
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25.

1987C

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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
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26.

854B

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Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, math
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27.

1864C

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Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
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28.

841C

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[squareOf105's solution](#)

29.

2066A

[Object Identification](#) · [Tutorial](#)

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30.

1830A

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Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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31.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: implementation

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32.

1569C

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Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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33.

1186D

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Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[squareOf105's solution](#)

34.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[squareOf105's solution](#)

35.

854C

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Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —
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36.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2017-08-03 · GNU C++11 (first AC) · Tags: dp
[squareOf105's solution](#)

37.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

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38.

2061C

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Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
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39.

2018A

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Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[squareOf105's solution](#)

40.

1469C

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Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
[squareOf105's solution](#)

41.

1138D

[Camp Schedule](#) · [Tutorial](#)

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42.

2018C

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Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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43.

1864D

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Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[squareOf105's solution](#)

44.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[squareOf105's solution](#)

45.

1469D

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46.

1987D

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[squareOf105's solution](#)

47.

1186C

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48.

2174B

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Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

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49.

2066B

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50.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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51.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

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52.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[squareOf105's solution](#)

53.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[squareOf105's solution](#)

54.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[squareOf105's solution](#)

55.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2017-08-03 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

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56.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[squareOf105's solution](#)

57.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[squareOf105's solution](#)

58.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

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59.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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60.

1438C

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61.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

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62.

1864E

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63.

841D

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64.

455C

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65.

2062D

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66.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

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67.

1438D

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Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[squareOf105's solution](#)

68.

2066C

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69.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

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70.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

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71.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[squareOf105's solution](#)

72.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

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73.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[squareOf105's solution](#)

74.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[squareOf105's solution](#)

75.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[squareOf105's solution](#)

76.

1830C

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77.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2400 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[squareOf105's solution](#)

78.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[squareOf105's solution](#)

79.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[squareOf105's solution](#)

80.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[squareOf105's solution](#)

81.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-05-08 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[squareOf105's solution](#)

82.

998E

[Sky Full of Stars](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[squareOf105's solution](#)

83.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[squareOf105's solution](#)

84.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[squareOf105's solution](#)

85.

1430G

[Yet Another DAG Problem](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[squareOf105's solution](#)

86.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[squareOf105's solution](#)

87.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[squareOf105's solution](#)

88.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[squareOf105's solution](#)

89.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[squareOf105's solution](#)

90.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[squareOf105's solution](#)

91.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[squareOf105's solution](#)

92.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[squareOf105's solution](#)

93.

1987G1

[Spinning Round \(Easy Version\) · Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[squareOf105's solution](#)

94.

2062E2

[The Game \(Hard Version\) · Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[squareOf105's solution](#)

95.

2018F2

[Speedbreaker Counting \(Medium Version\) · Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[squareOf105's solution](#)

96.

2018F3

[Speedbreaker Counting \(Hard Version\) · Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[squareOf105's solution](#)

97.

1864G

[Magic Square · Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation
[squareOf105's solution](#)

98.

1830F

[The Third Grace · Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[squareOf105's solution](#)

99.

2066E

[Tropical Season · Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation
[squareOf105's solution](#)

100.

2062H

[Galaxy Generator · Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
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101.

750H

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102.

101208C

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Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —
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103.

101955D

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104.

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105.

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Rating: — · first AC: 2019-02-28 · last AC: 2019-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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106.

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107.

100202C

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Rating: — · first AC: 2017-08-13 · Delphi (first AC) · Tags: —

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