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Unique solved — ta3b

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

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1.

1987A

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2.

1978B

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3.

1978A

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4.

1761A

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5.

1704A

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6.

1696A

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7.

1654B

[Prefix Removals](#) · [Tutorial](#)

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8.

1654A

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9.

1638A

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10.

1625A

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11.

1615A

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1499A

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13.

1614A

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14.

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15.

1604A

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16.

1592A

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17.

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18.

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19.

1696B

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20.

1606A

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21.

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1704B

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1499B

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25.

1614B

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26.

1605B

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28.

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29.

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1606B

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31.

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32.

1704C

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1641A

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34.

1592B

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35.

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36.

1753A1

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39.

1615B

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40.

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41.

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42.

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43.

1761C

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44.

1696C

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45.

1654C

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46.

1648A

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[ta3b's solution](#)

47.

1628A

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48.

1605C

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Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[ta3b's solution](#)

49.

1606C

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Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

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50.

1732D1

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Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

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51.

1753A2

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[ta3b's solution](#)

52.

1499C

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53.

1614C

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54.

1978D

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55.

1753B

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56.

1707A

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57.

1687A

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58.

1615C

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59.

1604D

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60.

1687B

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61.

1628B

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62.

1625C

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63.

1592C

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64.

1561D1

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65.

1987D

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66.

1718A1

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67.

1648B

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68.

1444B

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69.

1358D

[The Best Vacation](#) · [Tutorial](#)

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70.

1718A2

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71.

1704D

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72.

1707B

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73.

1696D

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74.

1648C

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75.

1561D2

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Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

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76.

1987E

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77.

1978E

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78.

1753C

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79.

1718B

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80.

1696E

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81.

1641B

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82.

1638D

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83.

1561E

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[ta3b's solution](#)

84.

1776G

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85.

1761D

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86.

1654D

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[ta3b's solution](#)

87.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

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88.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

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89.

1614D1

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90.

1606E

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Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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91.

1333F

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92.

1704E

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[ta3b's solution](#)

93.

1641C

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94.

1615D

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95.

1172C1

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96.

1654E

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97.

1628C

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98.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

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99.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[ta3b's solution](#)

100.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[ta3b's solution](#)

101.

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ta3b's solution](#)

102.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ta3b's solution](#)

103.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[ta3b's solution](#)

104.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[ta3b's solution](#)

105.

1638E

[Colorful Operations](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ta3b's solution](#)

106.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ta3b's solution](#)

107.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[ta3b's solution](#)

108.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ta3b's solution](#)

109.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ta3b's solution](#)

110.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ta3b's solution](#)

111.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ta3b's solution](#)

112.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ta3b's solution](#)

113.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ta3b's solution](#)

114.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[ta3b's solution](#)

115.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ta3b's solution](#)

116.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[ta3b's solution](#)

117.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[ta3b's solution](#)

118.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ta3b's solution](#)

119.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-11-03 · last AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[ta3b's solution](#)

120.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ta3b's solution](#)

121.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[ta3b's solution](#)

122.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[ta3b's solution](#)

123.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[ta3b's solution](#)

124.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[ta3b's solution](#)

125.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta3b's solution](#)

126.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-11-21 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, number theory

[ta3b's solution](#)

127.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ta3b's solution](#)

128.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[ta3b's solution](#)

129.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[ta3b's solution](#)

130.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[ta3b's solution](#)

131.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta3b's solution](#)

132.

932G

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[ta3b's solution](#)

133.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[ta3b's solution](#)

134.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[ta3b's solution](#)

135.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[ta3b's solution](#)

136.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[ta3b's solution](#)

137.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ta3b's solution](#)

138.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[ta3b's solution](#)

139.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ta3b's solution](#)

140.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-10-25 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[ta3b's solution](#)

141.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[ta3b's solution](#)

142.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[ta3b's solution](#)

143.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[ta3b's solution](#)

144.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math
[ta3b's solution](#)

145.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy
[ta3b's solution](#)

146.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[ta3b's solution](#)

147.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[ta3b's solution](#)

148.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-30 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, math
[ta3b's solution](#)

149.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive
[ta3b's solution](#)

150.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings
[ta3b's solution](#)

151.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[ta3b's solution](#)

152.

1687E

[Become Big For Me](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3500 · first AC: 2022-06-24 · last AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, number theory

[ta3b's solution](#)

153.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: games

[ta3b's solution](#)

154.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ta3b's solution](#)

155.

105401K

[Same Segment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ta3b's solution](#)