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Unique solved — wzx ON9

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

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Count: 96

1.

2060A

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2.

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3.

1791C

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4.

2043A

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5.

2051A

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6.

2051B

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7.

2049A

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8.

1833C

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9.

1833A

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2050A

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13.

2031A

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14.

2037B

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15.

2037A

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16.

1996B

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17.

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18.

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19.

2000A

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Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings
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20.

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Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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21.

2008B

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22.

2008A

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23.

2036B

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24.

2036A

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25.

2014B

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26.

2014A

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Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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27.

2033A

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28.

2060C

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Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings, two pointers
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29.

1833B

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30.

2031B

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31.

2028A

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32.

2033B

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35.

1791D

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37.

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38.

2000C

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39.

1360C

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40.

2131C

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41.

2096B

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Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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- 42.**
2043B
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2050B
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1933C
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- 45.**
2009C
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Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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- 46.**
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Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, graphs, math
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- 47.**
2036C
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Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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- 48.**
2014C
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2051D
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- 50.**
2050C
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2000D
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- 53.**
2049B
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Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation
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- 54.**
2050D
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Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
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2036D
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- 59.**
2028B
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Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
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2000E
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Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy, math
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2014D
[Robert Hood and Mrs Hood](#) · [Tutorial](#)
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63.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

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64.

2033C

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Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

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65.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2024-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[wzx_ON9's solution](#)

66.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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67.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

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68.

1811E

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69.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

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70.

2027C

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Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-11-06 · last AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

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71.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

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72.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[wzx_ON9's solution](#)

73.

2037E

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Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, interactive, two pointers

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74.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

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75.

2036E

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Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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76.

1281C

[Cut and Paste](#) · [Tutorial](#)

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77.

1826D

[Running Miles](#) · [Tutorial](#)

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78.

2050F

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Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory

[wzx_ON9's solution](#)

79.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, flows, math, number theory

[wzx_ON9's solution](#)

80.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[wzx_ON9's solution](#)

81.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[wzx_ON9's solution](#)

82.

2049D

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Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[wzx_ON9's solution](#)

83.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[wzx_ON9's solution](#)

84.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[wzx_ON9's solution](#)

85.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[wzx_ON9's solution](#)

86.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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87.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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88.

2037G

[Natlan Exploring](#) · [Tutorial](#)

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89.

2014F

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-11-03 · last AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[wzx_ON9's solution](#)

90.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[wzx_ON9's solution](#)

91.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

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92.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · last AC: 2024-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[wzx_ON9's solution](#)

93.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math,

sortings, two pointers

[wzx_ON9's solution](#)

94.

2043E

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Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

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95.

2043F

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Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

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96.

1375G

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Quality: 2,187 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

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