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Unique solved — yinianzhijian

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1.

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2.

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4.

1764A

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5.

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1684B

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7.

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1672B

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1656A

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11.

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1654A

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13.

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15.

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1566C

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1567B

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34.

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36.

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1616B

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39.

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40.

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41.

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42.

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1537C

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1514B

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1556B

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1555C

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1555B

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54.

1764C

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56.

1654C

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57.

1648A

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58.

1548A

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63.

1553D

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66.

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67.

1677A

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68.

1566D2

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69.

1567C

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70.

1555D

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71.

1537E1

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72.

1519D

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pointers

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73.

1514C

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74.

1684D

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1672D

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76.

1557C

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77.

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78.

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79.

1516C

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80.

1648B

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81.

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82.

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83.

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84.

1554D

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85.

1554C

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88.

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89.

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90.

1558B

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91.

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92.

1067A

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93.

1764D

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94.

1672F1

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95.

1616D

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96.

1588B

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97.

1566E

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98.

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99.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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100.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
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101.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
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102.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees
[yinizhijian's solution](#)

103.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 2100 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers
[yinianzhijian's solution](#)

104.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
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105.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[yinianzhijian's solution](#)

106.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[yinianzhijian's solution](#)

107.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math
[yinianzhijian's solution](#)

108.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[yinianzhijian's solution](#)

109.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[yinianzhijian's solution](#)

110.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[yinianzhijian's solution](#)

111.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math
[yinianzhijian's solution](#)

112.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[yinianzhijian's solution](#)

113.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory
[yinianzhijian's solution](#)

114.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, math
[yinianzhijian's solution](#)

115.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[yinianzhijian's solution](#)

116.

1764E

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Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[yinianzhijian's solution](#)

117.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[yinianzhijian's solution](#)

118.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[yinianzhijian's solution](#)

119.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings
[yinianzhijian's solution](#)

120.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers
[yinianzhijian's solution](#)

121.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings
[yinianzhijian's solution](#)

122.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[yinianzhijian's solution](#)

123.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[yinizhijian's solution](#)

124.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[yinizhijian's solution](#)

125.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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