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Todo 1

- 1. Add code and complexity
- 2. Add brief explanations

Contest Setup

2.1 \mathbf{vimrc}

```
set number
                       Show line numbers
                     " Enable inaction via mouse
  set mouse=a
                         " Highlight matching brace
  set showmatch
                         " Show underline
   set cursorline
                         " highlight vertical column
  set cursorcolumn
  filetype on "enable file detection syntax on "syntax highlight
  set autoindent
                         " Auto-indent new lines
10
                         " Number of auto-indent
  set shiftwidth=4
       spaces
```

```
" Enable smart-indent
set smartindent
set smarttab
                     " Enable smart-tabs
                     " Number of spaces per Tab
set softtabstop=4
  -----Optional-----
                         " Number of undo levels
set undolevels=10000
                     " Auto scroll
set scrolloff=5
                 " Highlight all search results
set hlsearch
                 " Enable smart-case search
set smartcase
set ignorecase " Always case-insensitive set incsearch " Searches for strings
    incrementally
highlight Comment ctermfg=cyan
set showmode
set encoding=utf-8
set fileencoding=utf-8
scriptencoding=utf-8
                contest\_setup/vimrc
```

bashrc

```
alias g++="g++ -Wall -Wextra -02"
              contest_setup/bashrc
```

2.3 C++ template

```
#include <bits/stdc++.h>
   //LLONG_MIN LLONG_MAX INT_MIN INT_MAX
   #ifdef _WIN32
   #define 11d "I64d"
   #else
   #define 11d "11d"
   #endif
   using namespace std;
11
   #define x first
12
   #define y second
13
   typedef long long int 11;
   typedef pair<int, int> ii;
17
18
   int main()
19
   {
       return 0;
20
21 }
```

contest setup/main.cpp

2.4 Java template

```
import java.io.*;
  import java.util.*;
  public class Main
      public static void main(String[] args)
           MyScanner sc = new MyScanner();
           out = new PrintWriter(new
       BufferedOutputStream(System.out));
           // Start writing your solution here.
12
           // Stop writing your solution here.
          out.close();
```

```
public static PrintWriter out;
16
17
        public static class MyScanner
18
19
            BufferedReader br;
20
21
            StringTokenizer st;
22
            public MyScanner()
23
24
                br = new BufferedReader(new
25
        InputStreamReader(System.in));
26
27
            boolean hasNext()
28
29
                while (st == null || !st.
30
        hasMoreElements()) {
31
                     try {
                         st = new StringTokenizer(
32
        br.readLine());
                     } catch (Exception e) {
33
34
                         return false;
35
                }
36
37
                return true;
38
            }
39
            String next()
41
            {
                if (hasNext())
42
                     return st.nextToken();
                return null;
44
45
            }
46
            int nextInt()
47
            {
                return Integer.parseInt(next());
49
50
            }
51
            long nextLong()
53
54
                return Long.parseLong(next());
55
            }
56
            double nextDouble()
57
58
                return Double.parseDouble(next());
60
            }
61
            String nextLine()
62
63
            {
                String str = "";
64
65
                try {
                     str = br.readLine();
66
67
                } catch (IOException e) {
                     e.printStackTrace();
68
69
                return str;
70
            }
71
72
```

the input specification.

Useful code

Fast Exponentiation

4.2 GCD

Reminder

3

1. Read the problem statements carefully. Input and output specifications are crucial!

contest_setup/Main.java

- 2. Estimate the time complexity and memory complexity carefully.
- 3. Time penalty is 20 minutes per WA, don't rush!4. Sample test cases must all be tested and passed before every submission!
- 5. Test the corner cases, such as 0, 1, -1. Test all edge cases of 小心負數!

- 4.3 Extended Euclidean Algorithm
- 4.4 STL quick reference
- 4.4.1 Map / Set
- 4.4.2 String
- 5 Search
- 5.1 Binary Search
- 5.1.1 Find key
- 5.1.2 Upper / lower Bound
- 5.2 折半完全列舉
- 5.3 Two-pointer 爬行法
- 6 Basic data structure
- 6.1 1D BIT
- 6.2 2D BIT
- 6.3 Union Find
- 6.4 Segment Tree
- 7 Dynamic Programming
- 8 Tree
- 8.1 LCA
- 9 Graph
- 9.1 Articulation point / edge
- 9.2 BCC vertex
- 9.3 BCC edge
- 9.4 SCC
- 9.5 Shortest Path
- 9.5.1 Dijkatra
- 9.5.2 SPFA
- 9.5.3 Bellman-Ford
- 9.6 Flow
- 9.6.1 Max Flow (Dinic)
- 9.6.2 Min-Cut
- 9.6.3 Min Cost Max Flow
- 9.6.4 Maximum Bipartite Graph
- 10 String
- 10.1 KMP
- 10.2 Z Algorithm
- 10.3 Trie
- 10.4 Suffix Array
- 11 Geometry
- 11.1 Template
- $\begin{array}{ccc} \textbf{11.1.1} & \textbf{Point} \ / \ \textbf{Line} \\ \textbf{June} \ 4, \ 2016 & \end{array}$
 - 11.1.2 Intersection
 - 11.2 Half-plane intersection