寄包柜

```
//谢泽扬
#include <bits/stdc++.h>
using namespace std;
pair<long long ,long long> p;
map<pair<long long ,long long> ,long long> mp;
int main()
{
    int n,m,k;
    cin>>n>>m;
    while (scanf("%d",&k)!=EOF)
        if (k==1)
            long long a,b,c;
            cin>>a>>b>>c;
            p={a,b};
            mp[p]=c;
        }
        else
        {
            long long a,b;
            cin>>a>>b;
            p={a,b};
            cout<<mp[p]<<endl;</pre>
        }
    }
}
```

```
//赖永超
#include<iostream>
#include<map>
using namespace std;
map<int,map<int,int> >re;
int main()
{
    int n,q,i;
    cin>>n>>q;
    re.clear();
    for (i=1;i<=q;i++)
        int dm;
        cin>>dm;
        if (dm==1)
        {
            int x,y,o;
            cin>>x>>y>>o;
            if (o==0)
                re[x].erase(y);
            else re[x][y]=o;
        }
```

```
if (dm==2)
{
    int x,y;
    cin>>x>>y;
    cout<<re[x][y]<<end1;
}
}</pre>
```

不重复的数字:

```
//吴垲杭
#include<bits/stdc++.h>
using namespace std;
int main()
{
    set<int> s;
    int t, n, a;
    scanf("%d",&t);
    while (t--)
    {
        s.clear();
        scanf("%d%d",&n,&a);
        printf("%d", a);
        s.insert(a);
        for (int i = 1; i < n; i++)
            scanf("%d",&a);
            if (s.count(a) == 0)
                printf(" %d", a);
                s.insert(a);
            }
        printf("\n");
   return 0;
}
```

Nearest Minimums:

```
//张艺凡
#include <iostream>
#include<algorithm>
#include <vector>
using namespace std;

int main()
{
   int m = 1e9;
   int a;
   vector <int> v;
```

```
int n;
    scanf("%d", &n);
   for (int i = 0; i < n; i++)
        scanf("%d", &a);
       if (a < m)
        {
           m = a;
           v.clear();
       }
       if (a == m)
       {
           v.push_back(i);
       }
   }
   int d = 1e5;
   for (int i = 0; i< v.size()-1; i++)
        d = min(d, v[i + 1] - v[i]);
   }
   printf("%d\n", d);
   return 0;
}
```

```
//林钰韵
#include<iostream>
#include<vector>
using namespace std;
vector<int> v;
int main()
    int n,a[100001],min,dis=100001;
    cin>>n;
    for(int i=0;i<n;i++)</pre>
    {
        cin>>a[i];
    }
    min=a[0];
    for(int i=1;i<n;i++)</pre>
        if(a[i]<=min) min=a[i];</pre>
    }
    for(int i=0;i<n;i++)</pre>
        if(a[i]==min) v.push_back(i);
    int len=v.size();
    for(int i=1;i<len;++i)</pre>
        if(v[i]-v[i-1]<dis) dis=v[i]-v[i-1];
    cout<<dis;</pre>
    return 0;
```

第k小整数:

```
//叶伟杰
#include<bits/stdc++.h>
using namespace std;
map<int,int>mp;
int main()
    int n,k,num,a[10001],j=0;
    cin>>n>>k;
    while(n--)
    {
        cin>>num;
        mp[num]=num;
    }
    for(auto i:mp)
        a[j++]=i.second;
    if(k>j-1)
    cout<<"NO RESULT";</pre>
    else
    cout << a[k-1];
    return 0;
}
```

```
//甘诚韬
#include <bits/stdc++.h>
using namespace std;
int main(){
    int n;
    int k;
    cin>>n>>k;
    int a[n];
    for(int i=0;i<n;i++){</pre>
        cin>>a[i];
    }
    sort(a,a+n);
    int min_k=a[0];
    int cnt=1;
    for(int i=0;i< n;i++){
        if(a[i]>min_k){
             min_k=a[i];
             cnt++;
        }
        if(cnt==k){
             cout<<a[i];</pre>
             return 0;
        }
    }
    cout<<"NO RESULT";</pre>
```

攀爬者:

```
//陈进滔
#include <bits/stdc++.h>
using namespace std;
struct point {
   int x, y, z;
} a[50010];
bool cmp(point a, point b) {
    return a.z <= b.z;</pre>
}
int main() {
   int n;
    double s = 0;
    cin >> n;
    for (int i = 0; i < n; i++)
        cin >> a[i].x >> a[i].y >> a[i].z;
    sort(a, a + n, cmp);
    for (int i = 0; i < n - 1; i++)
        s += sqrt(pow(a[i].x - a[i + 1].x, 2) + pow(a[i].y - a[i + 1].y, 2) +
pow(a[i].z - a[i + 1].z, 2));
    cout << fixed << setprecision(3) << s;</pre>
    return 0;
}
```