Тренировочный контест — бэкенд

C. Приснится же такое...

✓ Полное решение </> OK Go 1.23.0

Исходный код

```
package main

import (
    "bufio"
    "container/list"
    "fmt"
    "os"
    "strconv"
)

type Node struct {
    value  int
    left   *Node
    right  *Node
    parent *Node
}

func NewNode(value int, parent *Node) *Node {
    return &Node{
        value:  value,
        parent: parent,
    }
}

func swapWithLeftChild(p, v *Node, nodeMap map[int]*Node) {
    if v.right != nil {
        v.right.parent = p
    }
    if p.right != nil {
        p.right.parent = v
    }

    p.value, v.value = v.value, p.value
    p.right, v.right = v.right, p.right
    nodeMap[v.value] = v
    nodeMap[p.value] = p
}

func swapWithRightChild(p, v *Node, nodeMap map[int]*Node) {
    if v.left != nil {
        v.left.parent = p
    }
    if p.left != nil {
        p.left.parent = v
    }

    p.value, v.value = v.value, p.value
    p.left, v.left = v.left, p.left
    nodeMap[v.value] = v
    nodeMap[p.value] = p
}
```

```
52
53 func swap(p, v *Node, nodeMap map[int]*Node) {
54     if p.left == v {
55         swapWithLeftChild(p, v, nodeMap)
56     } else {
57         swapWithRightChild(p, v, nodeMap)
58     }
59 }
60
61 func buildTree(n int) (root *Node, nodeMap map[int]*Node) {
62     root = NewNode(1, nil)
63     queue := list.New()
64     queue.PushBack(root)
65     currentNodeId := 2
66     nodeMap = make(map[int]*Node, 0)
67     nodeMap[1] = root
68
69     for queue.Len() > 0 && currentNodeId <= n {
70         parent := queue.Front().Value.(*Node)
71         queue.Remove(queue.Front())
72
73         if currentNodeId <= n {
74             parent.left = NewNode(currentNodeId, parent)
75             queue.PushBack(parent.left)
76             nodeMap[currentNodeId] = parent.left
77             currentNodeId++
78         }
79         if currentNodeId <= n {
80             parent.right = NewNode(currentNodeId, parent)
81             queue.PushBack(parent.right)
82             nodeMap[currentNodeId] = parent.right
83             currentNodeId++
84         }
85     }
86
87     return root, nodeMap
88 }
89
90 func lvr(root *Node) {
91     if root == nil {
92         return
93     }
94
95     stack := make([]*Node, 0)
96     curr := root
97
98     for curr != nil || len(stack) > 0 {
99         for curr != nil {
100            stack = append(stack, curr)
101            curr = curr.left
102        }
103
104        curr = stack[len(stack)-1]
105        stack = stack[:len(stack)-1]
106        fmt.Printf("%d ", curr.value)
107        curr = curr.right
108    }
109 }
110
111 func main() {
112     file, err := os.Open("input.txt")
113     if err != nil {
114         panic(err)
115     }
116     defer file.Close()
117
118     scan := bufio.NewScanner(file)
119     scan.Split(bufio.ScanWords)
120     scan.Scan()
121     N, err := strconv.Atoi(scan.Text())
122     if err != nil {
123         panic(err)
```

```
124     }
125
126     // Пропускаем число изменений
127     scan.Scan()
128
129     root, nodeMap := buildTree(N)
130
131     for scan.Scan() {
132         nodeId, err := strconv.Atoi(scan.Text())
133         if err != nil {
134             panic(err)
135         }
136
137         node := nodeMap[nodeId]
138         if node == root {
139             continue
140         }
141
142         swap(node.parent, node, nodeMap)
143     }
144
145     lvr(root)
146 }
147
```

Отличия от предыдущей посылки

Лог компиляции

№	Вердикт	Ресурсы	Баллы
1	ok	3ms / 2.12Mb	—
2	ok	3ms / 2.00Mb	—
3	ok	3ms / 2.00Mb	—
4	ok	3ms / 1.88Mb	—
5	ok	3ms / 1.88Mb	—
6	ok	3ms / 2.13Mb	—
7	ok	3ms / 1.88Mb	—
8	ok	3ms / 1.88Mb	—
9	ok	3ms / 2.00Mb	—
10	ok	3ms / 2.00Mb	—
11	ok	3ms / 2.12Mb	—
12	ok	3ms / 2.12Mb	—
13	ok	132ms / 532.00Kb	—
14	ok	106ms / 532.00Kb	—
15	ok	102ms / 400.00Kb	—
16	ok	100ms / 400.00Kb	—
17	ok	107ms / 400.00Kb	—
18	ok	101ms / 400.00Kb	—
19	ok	107ms / 400.00Kb	—

№	Вердикт	Ресурсы	Баллы
20	ok	101ms / 400.00Kb	—
21	ok	98ms / 400.00Kb	—
22	ok	86ms / 400.00Kb	—
23	ok	92ms / 400.00Kb	—
24	ok	86ms / 400.00Kb	—
25	ok	87ms / 400.00Kb	—
26	ok	75ms / 400.00Kb	—
27	ok	75ms / 400.00Kb	—
28	ok	3ms / 2.13Mb	—
29	ok	81ms / 532.00Kb	—
30	ok	91ms / 532.00Kb	—
31	ok	90ms / 532.00Kb	—
32	ok	94ms / 532.00Kb	—
33	ok	93ms / 532.00Kb	—
34	ok	102ms / 532.00Kb	—
35	ok	101ms / 532.00Kb	—
36	ok	97ms / 532.00Kb	—
37	ok	98ms / 532.00Kb	—
38	ok	195ms / 532.00Kb	—
39	ok	170ms / 532.00Kb	—
40	ok	164ms / 532.00Kb	—
41	ok	159ms / 532.00Kb	—
42	ok	159ms / 532.00Kb	—
43	ok	141ms / 532.00Kb	—
44	ok	134ms / 532.00Kb	—
45	ok	128ms / 532.00Kb	—
46	ok	128ms / 532.00Kb	—
47	ok	122ms / 532.00Kb	—