

Segment Tree Lazy Propagation

array =

2

5

4

3

Find minimum in a range after update queries.

Update(2,7)

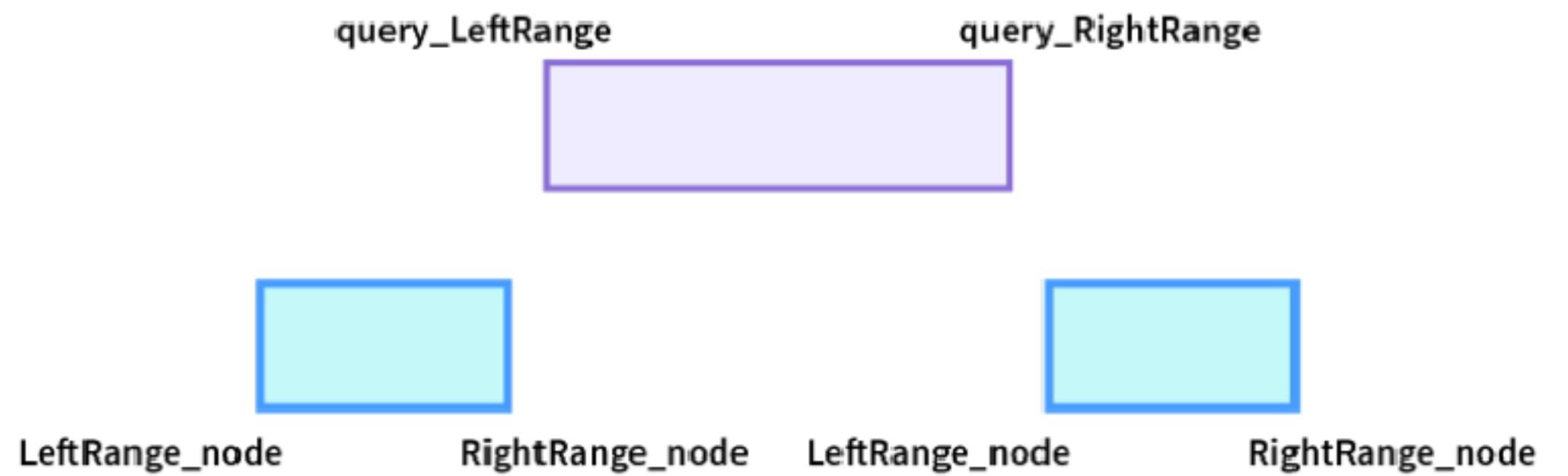
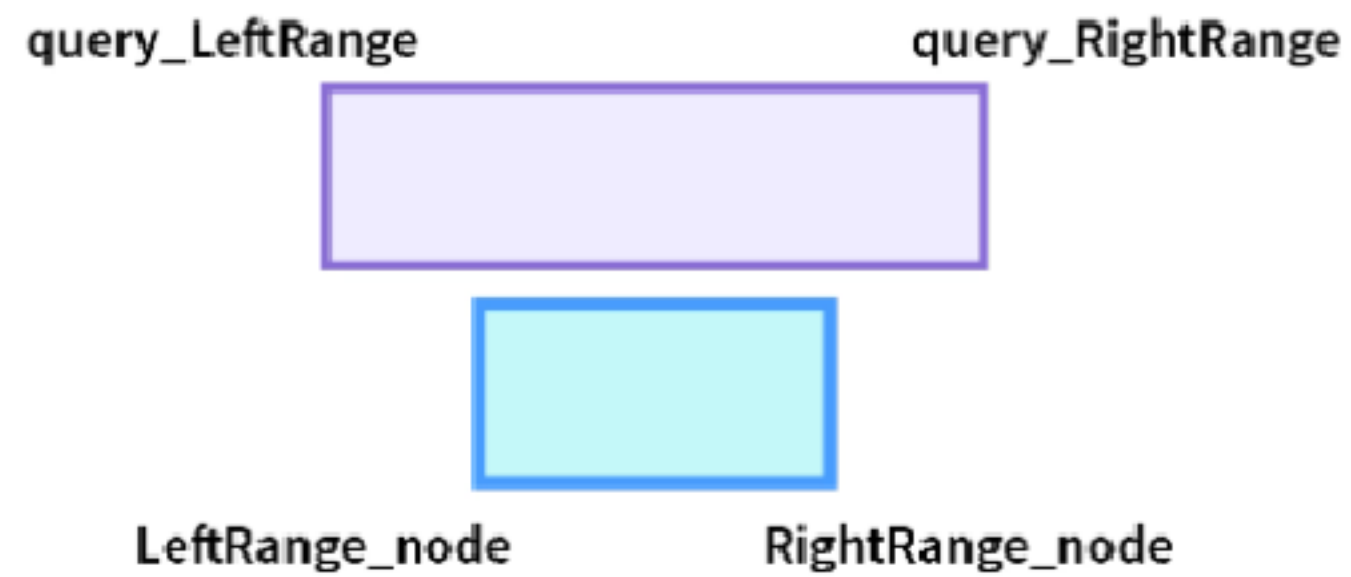
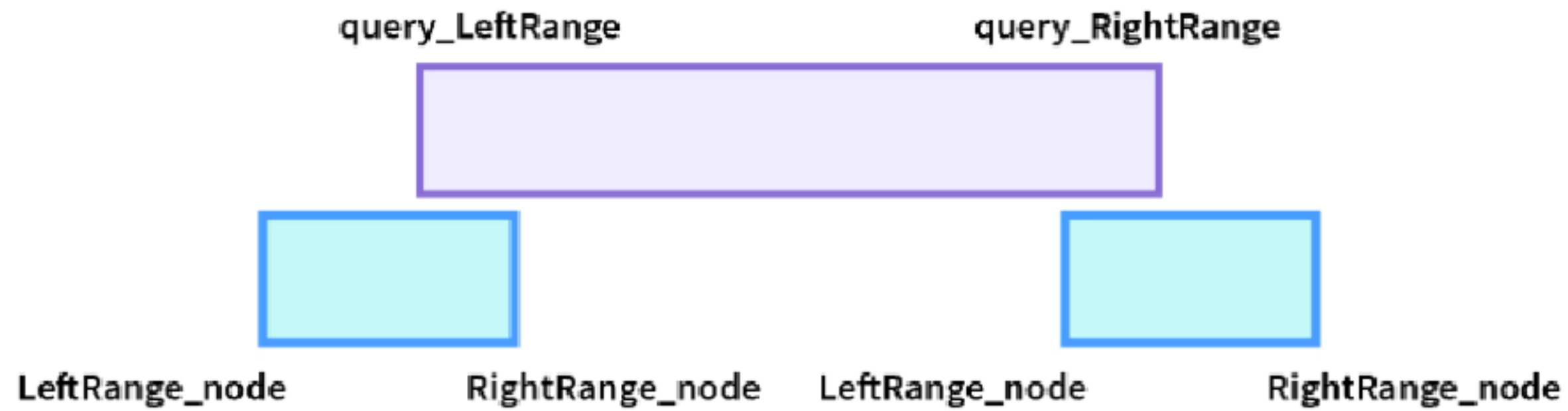
Increase the element present at index 2 by 7. (1 based Indexing)

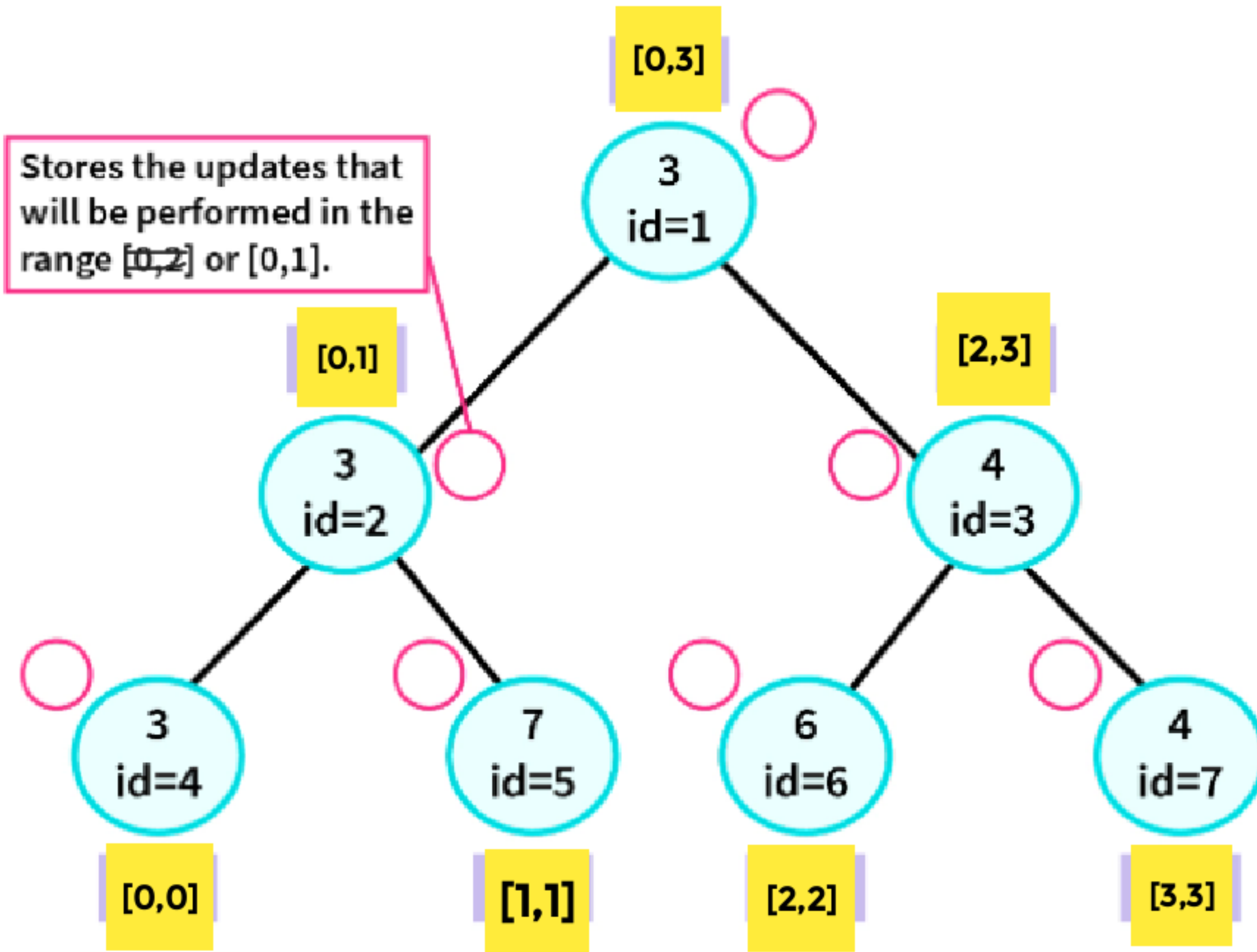
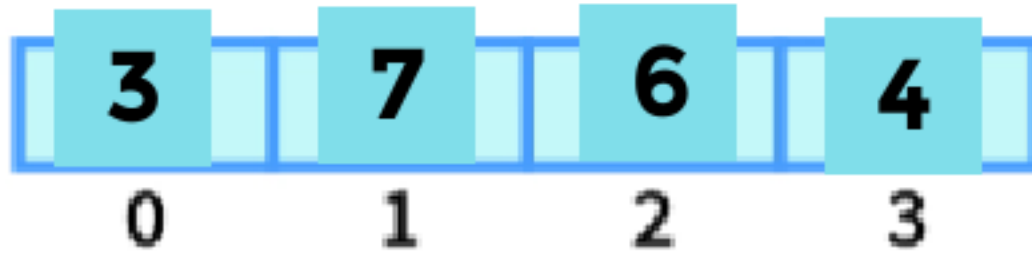
Use Simple Segment Tree

Update(1,3,7)

Increase the element present in the range 1 to 3 by 7. (1 based Indexing)

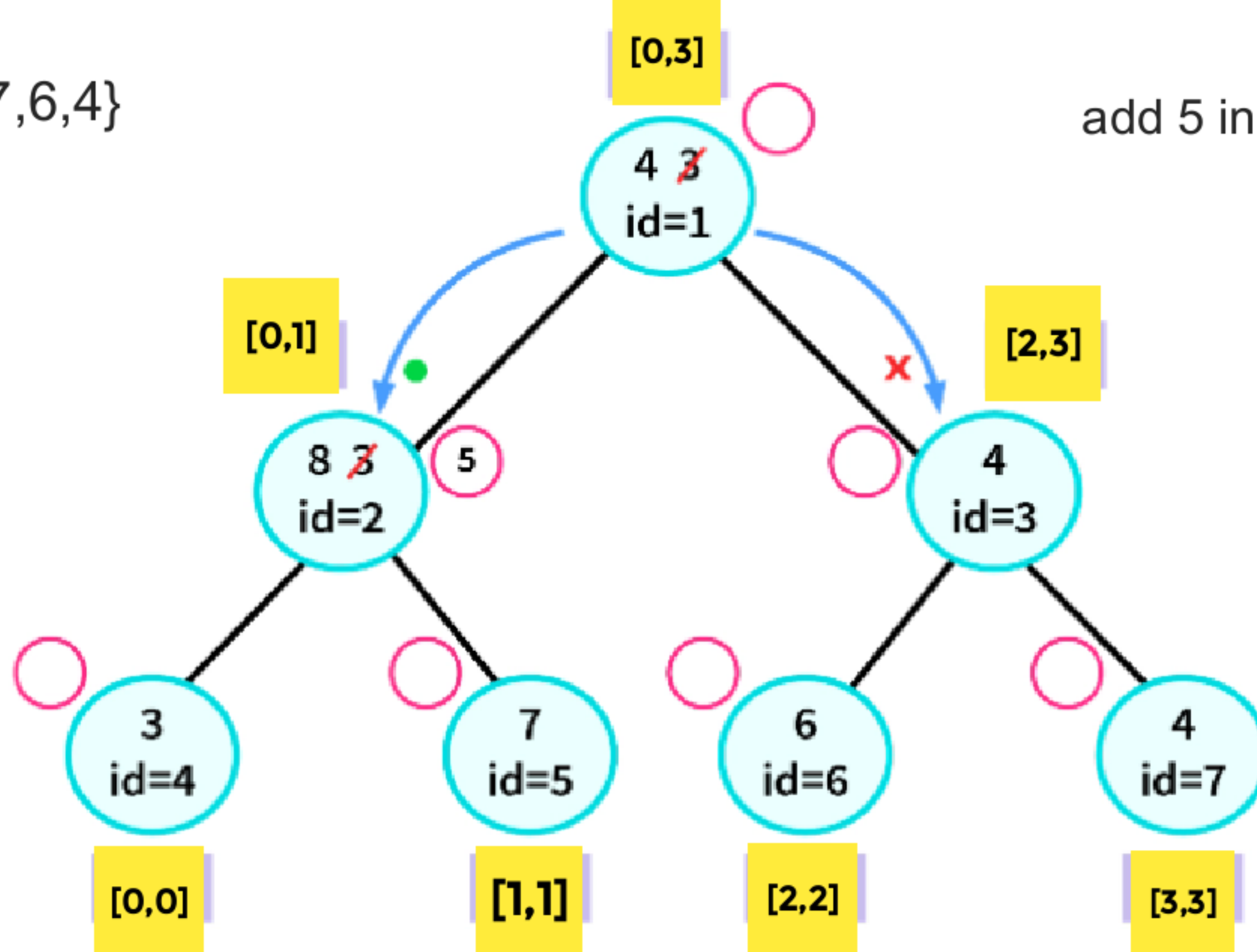
Simple Segment Tree will not be efficient





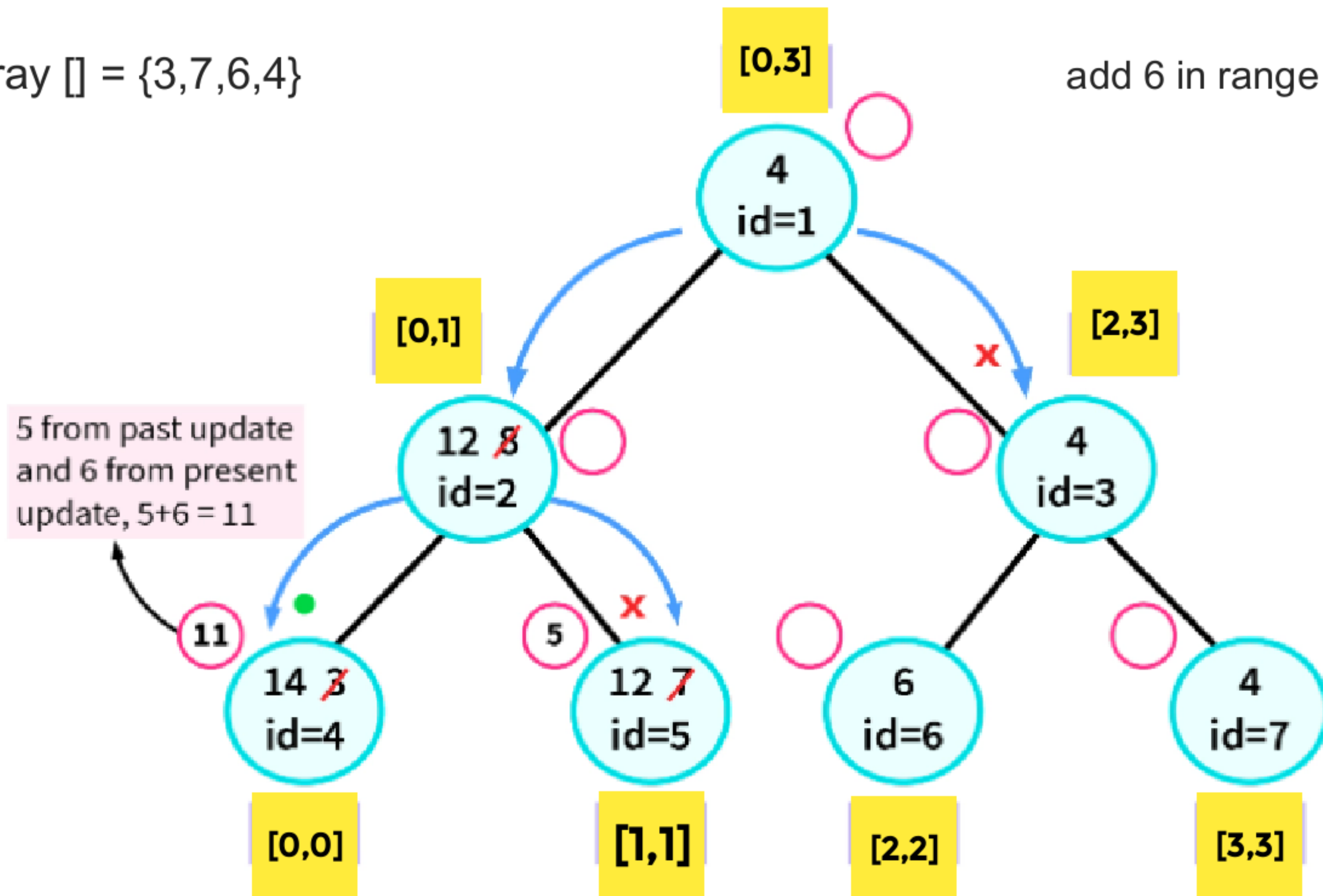
Array [] = {3,7,6,4}

add 5 in range [0 to 1]



Array [] = {3,7,6,4}

add 6 in range [0 to 0]



```

void LazySegmentTreeRangeUpdate(updateValue, query_LeftRange, query_RightRange)
{
    if(no overlap condition)
    {
        return from the dfs call.
    }
    else if(total overlap condition)
    {
        update the node of the segment tree with updateValue.
        update the copy node associated with it with updateValue.
        return from the dfs call.
    }

    //Here we will handle the condition of partial overlap.
    if(value present in the copy node is not empty)
    {
        propagate its value to the left and right child.
        update the copy nodes associated with the child nodes.
    }

    Move to the left and right child of the current node.

    While backtracking update the value of the parent node
    with value present in its child node after the update.
}

```

