

# CP Snippets

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## About

A collection of CPP Snippets to aid in competitive programming.  
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## DSU

- DSU
- [github](#)

```
class DSU {
private:
    vector<int> parent, size;
public:
    DSU(int n) {
        parent = vector<int>(n);
        size = vector<int>(n, 1);
        iota(begin(parent), end(parent), 0);
    }

    int getParent(int x) {
        if (parent[x] == x) return x;
        return parent[x] = getParent(parent[x]);
    }

    void join(int x, int y) {
        x = getParent(x);
```

```
        y = getParent(y);
        if (size[x] > size[y])
            swap(x, y);
        if (x == y) return;
        parent[x] = y;
        size[y] += size[x];
    }

    int getSize(int x) {
        return size[x] = size[getParent(x)];
    }
};
```

---

## arr-inp

- arr-inp
- [github](#)

```
vector<int> a(n, 0);
for(int i=0;i<n;i++) cin>>a[i];
```

---

## arr-pref

- arr-pref
- [github](#)

```
vector<int> pre(n, 0);
for(int i=1;i<n;i++) pre[i]=a[i]+pref[i-1];
```

---

## binpow

- bincpow
- [github](#)

```
ll bincpow(ll x, ll y){
    ll res = 1;
    while (y>0){
        if (y&1) res = (ll)(res*x);
        y = y>>1;
        x = (ll)(x*x);
    }
    return res;
}
```

---

## bincsearch

- bincsearch
- [github](#)

```
int lo = 0, hi = n-1;
while(hi-lo>1) {
    int mid = lo + ((hi-lo) >> 1);
    // if condition true toh bas right segment mai search hoga,
    auto check = [&](ll mid) {
        return (/*condition here*/);
    };
    if(check(mid)){
        // do stuff here
        lo = mid;
    }
    else {
        hi = mid;
    }
}
```

```
}  
}
```

---

## bp

- bp
- [github](#)

```
#include <bits/stdc++.h>  
#ifndef ONLINE_JUDGE  
#include "debug.h"  
#pragma GCC optimize("O3,unroll-loops")  
#pragma GCC target("avx2,bmi,bmi2,lzcnt,popcnt")  
#else  
#define dbg(x...) "11-111"  
#endif  
  
using namespace std;  
  
#define ll long long  
#define int long long // because mai bevakoof hu  
#define logCont(arr,f,l) { auto start=arr.begin(), end=arr.be  
"; }  
#define uniq(x) x.erase(unique(all(x)),x.end());  
#define tr(s, args...) transform(s.begin(), s.end(), args)  
#define sz(x) (ll)x.size()  
  
// variadic lambda  
#define f(u, args...) [&](auto &&u) { return args; }  
#define g(u, v, args...) [&](auto &&u, auto &&v) { return args  
  
// precesion
```

```

#define precise(n)          cout<<fixed<<setprecision((n))
// bits
#define bpc(n)              std::popcount((unsigned long long)(n))
#define hsb(n)              std::has_single_bit((unsigned long long)(n))
#define MSB(n)              std::bit_floor((unsigned long long)(n))
#define ctz(n)              ((n) ? __builtin_ctzll((unsigned long long)(n)) : 0)
#define clz(n)              ((n) ? __builtin_clzll((unsigned long long)(n)) : 64)
#define LSB(n)              ((n)&(-(n)))

// general amax, amin for any ds, to be able to use swap in greater
template<typename T,typename T1> inline bool amax(T &a,T1 b){ if(b>a) a=b; return a; }
template<typename T,typename T1> inline bool amin(T &a,T1 b){ if(b<a) a=b; return a; }

// comparison struct for maps (or use decltype)
template<typename T> struct Comp { bool operator()(const T& l,
const T& r) const { return l>r; } };

constexpr ll Inf = 4e18;
constexpr int mod = 1e9+7;
// constexpr int mod = 998244353;
constexpr int maxn = 1e6+5;

// sasta mint
ll inv(ll i) {if (i == 1) return 1; return (mod - ((mod / i) * inv(mod % i)) % mod;}
ll mod_mul(ll a, ll b) {a = a % mod; b = b % mod; return ((a * b) % mod);}
ll mod_add(ll a, ll b) {a = a % mod; b = b % mod; return ((a + b) % mod);}
ll gcd(ll a, ll b) { if (b == 0) return a; return gcd(b, a % b);}
ll ceil_div(ll a, ll b) {return a % b == 0 ? a / b : a / b + 1;}
ll pwr(ll a, ll b) {a %= mod; ll res = 1; while (b > 0) {if (b & 1) res = mod_mul(res, a); a = mod_mul(a, a); b /= 2;}}

// pows
inline ll po(ll a, ll b) { ll res = 1; for (; b; b >>= 1) { if (b & 1) res = mod_mul(res, a); a = mod_mul(a, a);}}
inline ll modpow(ll a, ll b, ll mod) { ll res = 1; for (; b; b >>= 1) { if (b & 1) res = mod_mul(res, a); a = mod_mul(a, a);}}

```

```

void pre_process(){

}

int solve(){
    int n; cin>>n;
    dbg(n);
    return 2*n;
}
int32_t main(){
    ios_base::sync_with_stdio(0);
    cin.tie(0); cout.tie(0);
    pre_process();
    int t; cin>>t;
    while(t-->0) cout<<solve()<<'
';
}

```

---

## clock for TL

- clock
- [github](#)

```

auto start = chrono::high_resolution_clock::now();
// code goes here
auto stop = chrono::high_resolution_clock::now();
auto duration = chrono::duration_cast<chrono::milliseconds>(stop - start);
cout << duration.count() << " ms\n";

```

---

## combination-non-mod

- combination-non-mod
- [github](#)

```
vector<vector<int>> dp(n+1, vector<int> (k+1));
int binomialCoeff(int n, int k){
    for (int i=0; i<=n; i++){
        for (int j=0; j<=k; j++){
            if (!j || j == i) dp[i][j] = 1;
            // binomial coefficient approach
            else dp[i][j] = dp[i - 1][j - 1] + dp[i - 1][j];
        }
    }
    return dp[n][k];
}
```

---

## combination-small

- combination-small
- [github](#)

```
int C(int n,int r){
    r = min(r,n-r);
    int ans = 1;
    for(int i=1;i<=r;i++,n--){
        ans *=n;
        ans/=i;
    }
    return ans;
}
```

---

## combination

- combination
- [github](#)

```
int C(int n, int r){
    int v = (fac[n] * inv[r])%mod;
    v = (v * inv[n-r])%mod;

    return v;
}
```

---

## crt

- crt
- [github](#)

```
/**
 * Chinese remainder theorem.
 * Find z such that  z % x[i] = a[i] for all i.
 * */
long long crt(vector<long long> &a, vector<long long> &x) {
    long long z = 0;
    long long n = 1;
    for (int i = 0; i < x.size(); ++i)
        n *= x[i];

    for (int i = 0; i < a.size(); ++i) {
        long long tmp = (a[i] * (n / x[i])) % n;
        tmp = (tmp * mod_inv(n / x[i], x[i])) % n;
        z = (z + tmp) % n;
    }
}
```



```
    return (z + n) % n;
}
```

---

## derangments

- derangments
- [github](#)

```
int countDerangements(int n){
    int dp[n + 1];
    if (n < 3) return (dp[n]=(n % 2)?1:0);
    dp[0] = 1, dp[1] = 0, dp[2] = 1;
    for (int i=3; i< n; i++) dp[i] = (i-1)*(dp[i-1]+dp[i-2]);
    return dp[n];
}
```

---

## diophantine

- linear diophantine
- [github](#)

```
long long gcd(long long a, long long b, long long &x, long long &y){
    if (a == 0) {
        x = 0;
        y = 1;
        return b;
    }
    long long x1, y1;
    long long d = gcd(b % a, a, x1, y1);
    x = y1 - (b / a) * x1;
    y = x1;
}
```

```

    return d;
}

bool find_any_solution(long long a, long long b, long long c, long long &x0, long long &y0, long long &g) {
    g = gcd(abs(a), abs(b), x0, y0);
    if (c % g) {
        return false;
    }

    x0 *= c / g;
    y0 *= c / g;
    if (a < 0) x0 = -x0;
    if (b < 0) y0 = -y0;
    return true;
}

void shift_solution(long long &x, long long &y, long long a, long long b, long long cnt) {
    x += cnt * b;
    y -= cnt * a;
}

long long find_all_solutions(long long a, long long b, long long c, long long minx, long long maxx, long long miny, long long maxy) {
    long long x, y, g;
    if (!find_any_solution(a, b, c, x, y, g)) return 0;
    a /= g;
    b /= g;

    long long sign_a = a > 0 ? +1 : -1;

```

```

long long sign_b = b > 0 ? +1 : -1;

shift_solution(x, y, a, b, (minx - x) / b);
if (x < minx) shift_solution(x, y, a, b, sign_b);
if (x > maxx) return 0;
long long lx1 = x;

shift_solution(x, y, a, b, (maxx - x) / b);
if (x > maxx) shift_solution(x, y, a, b, -sign_b);
long long rx1 = x;

shift_solution(x, y, a, b, -(miny - y) / a);
if (y < miny) shift_solution(x, y, a, b, -sign_a);
if (y > maxy) return 0;
long long lx2 = x;

shift_solution(x, y, a, b, -(maxy - y) / a);
if (y > maxy) shift_solution(x, y, a, b, sign_a);
long long rx2 = x;

if (lx2 > rx2) swap(lx2, rx2);
long long lx = max(lx1, lx2);
long long rx = min(rx1, rx2);

if (lx > rx) return 0;
return (rx - lx) / abs(b) + 1;
}

```

---

## dsu-rr

- dsu-rr

- [github](#)

```
class Solution {
    struct DSU
    {
        vector<int> siz,parent;
        void init()
        {
            siz.resize(26);
            parent.resize(26);
            for(int i=0;i<26;i++)
            {
                siz[i]=1;
                parent[i]=i;
            }
        }
        int leader(int ex)
        {
            if(ex==parent[ex])
                return ex;
            return parent[ex]=leader(parent[ex]);
        }
        void merge(int a,int b)
        {
            a=leader(a);
            b=leader(b);
            if(a==b)
                return;
            if(siz[a]<siz[b])
                swap(a,b);
            siz[a]+=siz[b];
            parent[b]=parent[a];
        }
    };
};
```

```
    }  
};
```

---

## easy\_seive

- `easy_seive`
- [github](#)

```
void ez_seive(int n){  
    vector<bool> prime(n,1);  
    for (int p = 2; p*p <= n; p++){  
        if (prime[p]){  
            for (int i = p * p; i <= n; i += p) prime[i] = false;  
        }  
    }  
}  
for (int p = 2; p <= n; p++){  
    // do whatever you want with those primes${1}  
    if (prime[p]) cout << p << " ";  
}
```

---

## euclid

- `euclid`
- [github](#)

```
int euclid_gcd(int a, int b){  
    if (b==0) return a;  
    return gcd(b, a % b);  
}  
  
int euclid_gcdExtended(int a, int b, int *x, int *y){
```

```

if (a == 0){
    *x = 0;
    *y = 1;
    return b;
}
int x1, y1;
int gcd = gcdExtended(b % a, a, &x1, &y1);
*x = y1 - (b / a) * x1;
*y = x1;
return gcd;
}

```

---

## explanation\_binsearch

- explanation\_binsearch
- [github](#)

```

int lo = 0, hi = n-1; // see constraints for lo and hi, nahi mi
while(hi-lo>1) {
    int mid = lo + ((hi-lo) >> 1); // to avoid overflows
    // lo will become the last index that satisfies X conditior
    // hi is the first element that doesn't satisfy X conditior
    // lower_bound = <
    // upper_bound = <=
    // upper using lower = lo, < + ek for loop to traverse the

    // essence ->
    // remember, lo ke left mai condition always true, lo last
    // hi ke right mai condition always false, hi first one jis
    // hi will probably be the answer in most cases
    // hi+1, lo, lo-1 are also potential answers (maybe, mujhe

```

```

// always make condition such that when it's true, left seg
// if condition true toh bas right segment mai search hoga,
auto check = [&](ll mid) {
    // this is where majority is what you wanna write happens
    return (/*condition here*/);
};
if(check(mid)){
    // do stuff here
    lo = mid;
}
else {
    hi = mid;
}
}

```

---

## fac

- fac
- [github](#)

```

int fac[maxn];
int inv[maxn];
fac[1] = inv[1] = 1;
for (int i=2; i<maxn; i++){
    fac[i] = (fac[i-1] * i)%mod;
    inv[i] = power(fac[i], mod - 2);
}

```

---

## factorization

- factorization
- [github](#)

```
void printFactors(int n) {
    for (int i=1; i * i<=n; i++){
        if (n%i == 0) {
            if (n/i == i) cout << i << " ";
            else cout << i << " " << n/i << " ";
        }
    }
    cout << "
";
}
```

```
void printPrimeFactors(int n){
    set<int> f;
    for (int i = 2; i*i <= n; i++){
        while (n % i == 0){
            f.insert(i);
            n /= i;
        }
    }
    for (auto &i : f){
        cout << i << " ";
    }
    cout << "
";
}
```

---

## fenwick

- binary indexed tree



- [github](#)

```
// 0-indexed BIT (binary indexed tree / Fenwick tree) (i : [0,
template <class T>
struct BIT{
    int n;
    vector<T> data;
    BIT(int len = 0) : n(len), data(len) {}
    void reset() { fill(data.begin(), data.end(), T(0)); }
    void add(int pos, T v){
        // a[pos] += v
        pos++;
        while (pos > 0 and pos <= n)
            data[pos - 1] += v, pos += pos & -pos;
    }
    T sum(int k) const{
        // a[0] + ... + a[k - 1]
        T res = 0;
        while (k > 0)
            res += data[k - 1], k -= k & -k;
        return res;
    }

    T sum(int l, int r) const { return sum(r) - sum(l); } // a[
    // dbg functions
    template <class OStream>
    friend OStream &operator<<(OStream &os, const BIT &bit){
        T prv = 0;
        os << '[';
        for (int i = 1; i <= bit.n; i++){
            T now = bit.sum(i);
            os << now - prv << ', ', prv = now;
        }
    }
};
```

```
    }
    return os << ']';
}
};
```

---

## file\_io

- for coding competetions
- [github](#)

```
void file_i_o(){
    freopen("./tests/test01.txt", "r", stdin);
    freopen("./tests/output01.txt", "w", stdout);
}
```

---

## freq-map

- freq-map
- [github](#)

```
map<int, int> m;
for(int i=0; i<n;i++){
    if(m.find(a[i])==m.end()) m[a[i]]=1;
    else m[a[i]]++;
}
```

---

## gr-inp-Fwt

- graph input weight
- [github](#)

```
int e=f(n);
vector<vector<pair<int,int>>> g(n+1);
for(int i=1;i<=e;i++){
    int u,v,wt; cin>>u>>v>>wt;
    g[u].push_back({v,wt});
    g[v].push_back({u,wt});
}
```

---

## gr-inp

- graph input
- [github](#)

```
int e=f(n);
vector<vector<int>> g(n+1);
for(int i=1;i<=e;i++){
    int u,v; cin>>u>>v;
    g[u].push_back(v);
    g[v].push_back(u);
}
```

---

## highest\_exponent

- power\_in\_fac
- [github](#)

```
int highest_exponent(int p, const int &n){
    int ans = 0;
    int t = p;
    while(t <= n){
        ans += n/t;
        t*=p;
    }
}
```

```
}  
    return ans;  
}
```

---

## ip-overloads

- I/O Overloads that I don't use
- [github](#)

```
template<typename T1, typename T2> inline istream& operator >>  
template<typename T1, typename T2> inline ostream& operator <<  
template<typename T> istream& operator >> (istream& in, vector<
```

```
void read(auto&... args) { ((cin>>args), ...); }  
void put(auto&&... args) { ((cout<<args<<" "), ...);}
```

```
#define get(T,args...)    T args; read(args);  
#define putn(args...)    { put(args); cout<<"  
"; }  
#define pute(args...)    { put(args); cout<<endl; }  
#define putr(args...)    { putn(args) return ;}
```

---

## kosaraju

- kosaraju
- [github](#)

```
class Graph {  
    int V;  
    vector<int> *adj;  
  
    void fillOrder(int v, bool visited[], stack<int> &s);
```

```

void dfsUtil(int v, bool visited[]);

public:
    Graph(int V) : V(V)
    {
        adj = new vector<int>[V];
    }
    ~Graph()
    {
        delete[] adj;
    }

    void addEdge(int v, int w);

    void printSCCs();

    Graph getTranspose();
};

void Graph::dfsUtil(int v, bool visited[]) {
    visited[v] = true;
    cout << v << " ";
    for (auto &it : adj[v])
        if (!visited[it])
            dfsUtil(it, visited);
}

Graph Graph::getTranspose() {
    Graph g(V);
    for (int i = 0; i < V; i++) {
        for (auto &it : adj[i])

```

```

        g.adj[it].push_back(i);
    }
    return g;
}

void Graph::addEdge(int v, int w) {
    adj[v].push_back(w);
}

void Graph::fillOrder(int v, bool visited[], stack<int> &s) {
    visited[v] = true;
    for (auto &it : adj[v])
        if (!visited[it])
            fillOrder(it, visited, s);
    s.push(v);
}

void Graph::printSCCs() {
    stack<int> s;
    bool visited[V] = {0};
    for (int i = 0; i < V; i++)
        if (!visited[i])
            fillOrder(i, visited, s);

    Graph gr = getTranspose();
    for (int i = 0; i < V; i++)
        visited[i] = false;

    while (!s.empty()) {
        int v = s.top();
        s.pop();
        if (!visited[v]){

```

```
        gr.dfsUtil(v, visited);
        cout << "
";
    }
}
}
```

---

## kruskal

- kruskal
- [github](#)

```
auto kruskalMST(vector<Edge> &edges, int V){
    int cost = 0;
    DSU dsu(V);
    sort(begin(edges), end(edges));
    vector<Edge> tree;
    for (const auto &[u, v, w] : edges){
        if (dsu.getParent(u) != dsu.getParent(v)) {
            cost += w;
            tree.emplace_back(u, v, w);
            dsu.join(u, v);
        }
    }
    return make_pair(tree, cost);
}
```

---

## lambda\_function

- lambda\_function
- [github](#)

```
auto check = [&](ll mid) {
    return mid - (mid / n) >= k;
};
```

---

## lca

- LCA path satisfying some condition
- [github](#)

```
constexpr int N = 5; // No. of vertices
constexpr int L = 4; // ceil(logN / log2) + 1
```

```
// Vertices from 1 to N.
vector<int> adj[N + 1];
int up[N + 1][L];
int level[N + 1];
```

```
void dfs(int u, int prev = 0){
    up[u][0] = prev;
    for (auto &v : adj[u]){
        if (v == prev) continue;

        level[v] = level[u] + 1;
        dfs(v, u);
    }
}
```

```
void binaryLift(){
    dfs(1);
    for (int i = 1; i < L; i++)
        for (int j = 1; j <= N; j++)
            up[j][i] = up[up[j][i - 1]][i - 1];
}
```



```

}

int LCA(int a, int b){
    if (level[a] > level[b])
        swap(a, b);

    int diff = level[b] - level[a];
    for (int i = 0; i < L; i++){
        if ((diff & (1 << i)))
            b = up[b][i];
    }

    if (a == b) return a;

    for (int i = L - 1; i >= 0; i--){
        if (up[a][i] != up[b][i]){
            a = up[a][i];
            b = up[b][i];
        }
    }
    return up[a][0];
}

void addEdge(int u, int v){
    adj[u].push_back(v);
    adj[v].push_back(u);
}

int dist(int a, int b){
    return level[a] + level[b] - 2 * level[LCA(a, b)];
}

```

---

# log

- log
- [github](#)

// Computes  $x$  which  $a^x = b \pmod n$ .

```
long long d_log(long long a, long long b, long long n) {
    long long m = ceil(sqrt(n));
    long long aj = 1;
    map<long long, long long> M;
    for (int i = 0; i < m; ++i) {
        if (!M.count(aj))
            M[aj] = i;
        aj = (aj * a) % n;
    }

    long long coef = mod_pow(a, n - 2, n);
    coef = mod_pow(coef, m, n);
    // coef =  $a^{-m}$ 
    long long gamma = b;
    for (int i = 0; i < m; ++i) {
        if (M.count(gamma)) {
            return i * m + M[gamma];
        } else {
            gamma = (gamma * coef) % n;
        }
    }
    return -1;
}
```

---

# matrix

- matrix
- [github](#)

```
const int MN  = 111;
const int mod = 10000;

struct matrix {
    int r, c;
    int m[MN][MN];

    matrix (int _r, int _c) : r (_r), c (_c) {
        memset(m, 0, sizeof m);
    }

    void print() {
        for (int i = 0; i < r; ++i) {
            for (int j = 0; j < c; ++j)
                cout << m[i][j] << " ";
            cout << endl;
        }
    }

    int x[MN][MN];
    matrix & operator *= (const matrix &o) {
        memset(x, 0, sizeof x);
        for (int i = 0; i < r; ++i)
            for (int k = 0; k < c; ++k)
                if (m[i][k] != 0)
                    for (int j = 0; j < c; ++j) {
                        x[i][j] = (x[i][j] + ((m[i][k] * o.m[k][j]) % mod))
                    }
    }
};
```

```

        }
        memcpy(m, x, sizeof(m));
        return *this;
    }
};

void matrix_pow(matrix b, long long e, matrix &res) {
    memset(res.m, 0, sizeof res.m);
    for (int i = 0; i < b.r; ++i)
        res.m[i][i] = 1;

    if (e == 0) return;
    while (true) {
        if (e & 1) res *= b;
        if ((e >>= 1) == 0) break;
        b *= b;
    }
}

```

---

## mint

- modular integer
- [github](#)

```

struct mi {
    int64_t v; explicit operator int64_t() const { return v % m; }
    mi() { v = 0; }
    mi(int64_t _v) {
        v = (-mod < _v && _v < mod) ? _v : _v % mod;
        if (v < 0) v += mod;
    }
    friend bool operator==(const mi& a, const mi& b) {

```

```

        return a.v == b.v; }
friend bool operator!=(const mi& a, const mi& b) {
    return !(a == b); }
friend bool operator<(const mi& a, const mi& b) {
    return a.v < b.v; }

mi& operator+=(const mi& m) {
    if ((v += m.v) >= mod) v -= mod;
    return *this; }
mi& operator-=(const mi& m) {
    if ((v -= m.v) < 0) v += mod;
    return *this; }
mi& operator*=(const mi& m) {
    v = v*m.v%mod; return *this; }
mi& operator/=(const mi& m) { return (*this) *= inv(m); }
friend mi pow(mi a, int64_t p) {
    mi ans = 1; assert(p >= 0);
    for (; p; p /= 2, a *= a) if (p&1) ans *= a;
    return ans;
}
friend mi inv(const mi& a) { assert(a.v != 0);
    return pow(a, mod-2); }

mi operator-() const { return mi(-v); }
mi& operator++() { return *this += 1; }
mi& operator--() { return *this -= 1; }
mi operator++(int32_t) { mi temp; temp.v = v++; return temp; }
mi operator--(int32_t) { mi temp; temp.v = v--; return temp; }
friend mi operator+(mi a, const mi& b) { return a += b; }
friend mi operator-(mi a, const mi& b) { return a -= b; }
friend mi operator*(mi a, const mi& b) { return a *= b; }
friend mi operator/(mi a, const mi& b) { return a /= b; }

```

```

friend ostream& operator<<(ostream& os, const mi& m) {
    os << m.v; return os;
}
friend istream& operator>>(istream& is, mi& m) {
    int64_t x; is >> x;
    m.v = x;
    return is;
}
friend void __print(const mi &x) {
    cerr << x.v;
}
};

```

---

## modpow

- modpow
- [github](#)

```

ll modpow(ll a, ll b){
    a %= m;
    ll res = 1;
    while (b > 0) {
        if (b & 1) res = res * a % m;
        a=a*a%m;
        b>>=1;
    }
    return res;
}

```

---

## pbds

- pbds
- [github](#)

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;
// pbds = find_by_value(), order_of_key()
// find_by_order(k) returns iterator to kth element starting f
// order_of_key(k) returns count of elements strictly smaller t
template<class T> using minheap = priority_queue<T,vector<T>,gr
template<class T> using ordered_set = tree<T, null_type,less<T>
template<class key, class value, class cmp = std::less<key>> us
```

---

## pq

- pq
- [github](#)

```
priority_queue<int> pq;
priority_queue<int, vector<int>, greater<>> pq;
```

---

## recur-modpow

- recur-modpow
- [github](#)

```
int power(int x, int y){
    if (y==0) return 1;

    int v = power(x, y/2);
    v *= v;
    v %= mod;
```

```
    if (y&1) return (v*x)%mod;
    else return v;
}
```

---

## rng

- rng
- [github](#)

```
//random generator
mt19937 rng(chrono::steady_clock::now().time_since_epoch().count());
ll rnd(ll a,ll b){if(a > b){return -1;}return a + (ll)rng() % (b-a+1);}
```

---

## segtree

- sextree
- [github](#)

```
template<class T, class U>
// T -> node, U->update.
struct Lsegtree{
    vector<T>st;
    vector<U>lazy;
    ll n;
    T identity_element;
    U identity_update;

    /*
        Definition of identity_element: the element I such that
        for all x

        Definition of identity_update: the element I such that
```



```

        for all x
    */

Lsegtree(ll n, T identity_element, U identity_update){
    this->n = n;
    this->identity_element = identity_element;
    this->identity_update = identity_update;
    st.assign(4*n, identity_element);
    lazy.assign(4*n, identity_update);
}

T combine(T l, T r){
    // change this function as required.
    T ans = (l + r);
    return ans;
}

void buildUtil(ll v, ll tl, ll tr, vector<T>&a){
    if(tl == tr){
        st[v] = a[tl];
        return;
    }
    ll tm = (tl + tr)>>1;
    buildUtil(2*v + 1, tl, tm, a);
    buildUtil(2*v + 2, tm+1, tr, a);
    st[v] = combine(st[2*v + 1], st[2*v + 2]);
}

// change the following 2 functions, and you're more or less
T apply(T curr, U upd, ll tl, ll tr){
    T ans = (tr-tl+1)*upd;
    // increment range by upd:

```

```

        // T ans = curr + (tr - tl + 1)*upd
        return ans;
    }

    U combineUpdate(U old_upd, U new_upd, ll tl, ll tr){
        U ans = old_upd;
        ans=new_upd;
        return ans;
    }

    void push_down(ll v, ll tl, ll tr){
        //for the below line to work, make sure the "==" operat
        if(lazy[v] == identity_update)return;
        st[v] = apply(st[v], lazy[v], tl, tr);
        if(2*v + 1 <= 4*n){
            ll tm = (tl + tr)>>1;
            lazy[2*v + 1] = combineUpdate(lazy[2*v+1], lazy[v],
            lazy[2*v + 2] = combineUpdate(lazy[2*v+2], lazy[v],
        }
        lazy[v] = identity_update;
    }

    T queryUtil(ll v, ll tl, ll tr, ll l, ll r){
        push_down(v,tl,tr);
        if(l > r)return identity_element;
        if(tr < l or tl > r){
            return identity_element;
        }
        if(l <= tl and r >= tr){
            return st[v];
        }
        ll tm = (tl + tr)>>1;

```

```
        return combine(queryUtil(2*v+1,tl,tm,l,r), queryUtil(2*
```

```
    }

    void updateUtil(ll v, ll tl, ll tr, ll l, ll r, U upd){
        push_down(v,tl,tr);
        if(tr < l or tl > r)return;
        if(tl >=l and tr <=r){
            lazy[v] = combineUpdate(lazy[v],upd,tl,tr);
            push_down(v,tl,tr);
        } else{
            ll tm = (tl + tr)>>1;
            updateUtil(2*v+1,tl,tm,l,r,upd);
            updateUtil(2*v+2,tm+1,tr,l,r,upd);
            st[v] = combine(st[2*v + 1], st[2*v+2]);
        }
    }
}
```

```
void build(vector<T>a){
    assert( (ll)a.size() == n);
    buildUtil(0,0,n-1,a);
}
```

```
T query(ll l, ll r){
    return queryUtil(0,0,n-1,l,r);
}
```

```
void update(ll l,ll r, U upd){
    updateUtil(0,0,n-1,l,r,upd);
}
```

```
};
```

---

## seive

- seive
- [github](#)

```
vector<bool> Prime;  
vector<int> spf;  
void sieve(int s = maxn) {  
    Prime.resize(s + 1, 1);  
    spf.resize(s + 1, s + 1);  
    for(int i = 2 ; i <= s ; i++)    if(Prime[i]) {  
        spf[i] = min(spf[i], i);  
        for(int j = i ; (ll)j * i <= s ; j++)  
            Prime[j * i] = 0, spf[j * i] = min(i, spf[j * i]);  
    }  
}
```

---

## tokenizer

- tokenizer that has no use
- [github](#)

```
vec(string) tokenizer(string str,char ch) {std::istringstream v
```

---

## totient-seive

- totient-seive
- [github](#)

```
for (int i = 1; i < MN; i++)  
    phi[i] = i;
```

```
for (int i = 1; i < MN; i++)
    if (!sieve[i]) // is prime
        for (int j = i; j < MN; j += i)
            phi[j] -= phi[j] / i;
```

---

## totient

- totient
- [github](#)

```
long long totient(long long n) {
    if (n == 1) return 0;
    long long ans = n;
    for (int i = 0; primes[i] * primes[i] <= n; ++i) {
        if ((n % primes[i]) == 0) {
            while ((n % primes[i]) == 0) n /= primes[i];
            ans -= ans / primes[i];
        }
    }
    if (n > 1) {
        ans -= ans / n;
    }
    return ans;
}
```

---

## trie

- trie
- [github](#)

```
struct Trie{
    struct node{
```

```

    node* next[10];
    node(){
        for(int i=0;i<10;i++) next[i]=NULL;
    }
};

node root;

void add(vector<int>&val){
    node* temp=&root;
    for(auto ele : val){
        if(temp->next[ele]==NULL) temp->next[ele]=new node(
            temp=temp->next[ele];
        }
    }

    int query(vector<int>&val){
        node* temp=&root;
        int ans=0;
        for(auto ele : val){
            if(temp->next[ele]==NULL) break;
            ans++;
            temp=temp->next[ele];
        }
        return ans;
    }
};

```

---

## troll

- troll

- [github](#)

```
// Assembly Generator: gcc -S -o temp.s fileName.cpp
// Executable: gcc -o temp.exe fileName.cpp
#define assembler(x) __asm__(R"(x)");
// real source -
```

---

## two-sat (kosaraju)

- two-sat (kosaraju)
- [github](#)

```
/**
 * Given a set of clauses (a1 v a2)^(a2 v ¬a3)....
 * this algorithm find a solution to it set of clauses.
 * test: http://lightoj.com/volume_showproblem.php?problem=125
 */

#include<bits/stdc++.h>
using namespace std;
#define MAX 100000
#define endl '
'

vector<int> G[MAX];
vector<int> GT[MAX];
vector<int> Ftime;
vector<vector<int> > SCC;
bool visited[MAX];
int n;
```

```

void dfs1(int n){
    visited[n] = 1;

    for (int i = 0; i < G[n].size(); ++i) {
        int curr = G[n][i];
        if (visited[curr]) continue;
        dfs1(curr);
    }

    Ftime.push_back(n);
}

```

```

void dfs2(int n, vector<int> &scc) {
    visited[n] = 1;
    scc.push_back(n);

    for (int i = 0; i < GT[n].size(); ++i) {
        int curr = GT[n][i];
        if (visited[curr]) continue;
        dfs2(curr, scc);
    }
}

```

```

void kosaraju() {
    memset(visited, 0, sizeof visited);

    for (int i = 0; i < 2 * n ; ++i) {
        if (!visited[i]) dfs1(i);
    }

    memset(visited, 0, sizeof visited);
}

```



```

for (int i = Ftime.size() - 1; i >= 0; i--) {
    if (visited[Ftime[i]]) continue;
    vector<int> _scc;
    dfs2(Ftime[i], _scc);
    SCC.push_back(_scc);
}
}

/**
 * After having the SCC, we must traverse each scc, if in one
 * Otherwise we build a solution, making the first "node" that
 */

bool two_sat(vector<int> &val) {
    kosaraju();
    for (int i = 0; i < SCC.size(); ++i) {
        vector<bool> tmpvisited(2 * n, false);
        for (int j = 0; j < SCC[i].size(); ++j) {
            if (tmpvisited[SCC[i][j] ^ 1]) return 0;
            if (val[SCC[i][j]] != -1) continue;
            else {
                val[SCC[i][j]] = 0;
                val[SCC[i][j] ^ 1] = 1;
            }
            tmpvisited[SCC[i][j]] = 1;
        }
    }
    return 1;
}

```

// Example of use

```

int main() {

    int m, u, v, nc = 0, t; cin >> t;
    // n = "nodes" number, m = clauses number

    while (t--) {
        cin >> m >> n;
        Ftime.clear();
        SCC.clear();
        for (int i = 0; i < 2 * n; ++i) {
            G[i].clear();
            GT[i].clear();
        }

        //  $(a1 \vee a2) = (\neg a1 \rightarrow a2) = (\neg a2 \rightarrow a1)$ 
        for (int i = 0; i < m ; ++i) {
            cin >> u >> v;
            int t1 = abs(u) - 1;
            int t2 = abs(v) - 1;
            int p = t1 * 2 + ((u < 0)? 1 : 0);
            int q = t2 * 2 + ((v < 0)? 1 : 0);
            G[p ^ 1].push_back(q);
            G[q ^ 1].push_back(p);
            GT[p].push_back(q ^ 1);
            GT[q].push_back(p ^ 1);
        }

        vector<int> val(2 * n, -1);
        cout << "Case " << ++nc << ": ";
        if (two_sat(val)) {
            cout << "Yes" << endl;
        }
    }
}

```

```

vector<int> sol;
for (int i = 0; i < 2 * n; ++i)
    if (i % 2 == 0 and val[i] == 1)
        sol.push_back(i / 2 + 1);
cout << sol.size() ;

for (int i = 0; i < sol.size(); ++i) {
    cout << " " << sol[i];
}
cout << endl;
} else {
    cout << "No" << endl;
}
}
return 0;
}

```

---

## xor-basis

- xor-basis
- [github](#)

```

struct XorBasis{
    private:
        vector<ll> basis;
        int lg;
        int sz = 0;

    public:
        XorBasis(int lg) : lg(lg){
            basis.resize(lg);
        }
}

```

```

void add(ll x){
    if(x >= (1ll<<lg)) return;
    for(int i=0;i<lg;i++){
        if(~x&(1ll<<i)) continue;
        if(!basis[i]){
            basis[i] = x;
            ++sz;
        }
        x^=basis[i];
    }
}

bool contains(ll x){
    for(int i=0;i<lg;i++){
        if(~x&(1ll<<i)) continue;
        if(!basis[i]){
            return false;
        }
        x^=basis[i];
    }
    return true;
}

int size(){
    return sz;
}

const vector<ll>::iterator begin(){
    return basis.begin();
}

const vector<ll>::iterator end(){
    return basis.end();
}

};

```

---