



Quick Notes

Things to Remember

- 1 byte = 8 bits
- In general machines can perform 10^8 operations per second, so we can write our code accordingly to avoid TLE error.

Arrays

- If array is allocated with fewer values than its size then the rest of the locations are by default initialized with zero
- In C++, to set them all to -1, you can use something like `std::fill_n` (from `<algorithm>`): `std::fill_n(array, 100, -1);`
- arrays are always passed by reference
- XOR is useful because of four key properties: XOR has an identity element. XOR is self-inverting. XOR is associative.