

# From 27th June

## Problem -

<https://codeforces.com/problemset/problem/1475/B>

## Idea/ Intuition:

2021 has an extra 1 that can be tracked using modulo, `num%2020`, if that shift x to negative then not valid.


## Future Wise

`Integer linear combinations` : double check negatives, and both zeroes.

Called `Linear Diophantine Equation` : Visit the link Below (Very Very Helpful)

<https://cp-algorithms.com/algebra/linear-diophantine-equation.html>

## 1234 Linear Diophantine Equation — Final Cheat Table

Step	Description	Formula / Concept
1	Check for solution existence	<div> <div>✓</div> Equation has solution iff <math>\gcd(a, b)</math> divides <math>c</math>: <div> <math>c \% \gcd(a, b) == 0</math> </div> </div>
2	Find one solution to $ax + by = \gcd(a, b)$	Use Extended Euclidean Algorithm: <div> <math>\text{extended\_gcd}(a, b) \rightarrow (x_0, y_0)</math> </div> such that $ax_0 + by_0 = \gcd(a, b)$
3	Scale the solution to match $c$	Multiply both $x_0, y_0$ by $\frac{c}{\gcd(a, b)}$ : <div> <math>x = x_0 \cdot \frac{c}{g}, \quad y = y_0 \cdot \frac{c}{g}</math> </div>
4	General solution (all integer pairs)	<div> <math>x = x_p + \frac{b}{g}t, \quad y = y_p - \frac{a}{g}t</math> </div> where $t$ is any integer and $g = \gcd(a, b)$
	Use-case tip	Mostly used for modular inverse, number theory CP problems, or integer constraint equations

## Problem -

<https://codeforces.com/contest/1876/problem/A>

## Idea/ Intuition:

Pass info to those guys who take less cost to move info forward. If somebody charges more than Leader himself, ask leader to distribute info to further guys.

## Future Wise

Need to minimize cost, so sort by Cost not by sharing capacity. Don't forget to include Leader into transactions.

## Problem -

<https://codeforces.com/contest/1715/problem/B>

### **Idea/ Intuition:**

Find upper and lower bounds. So need to deal with only valid cases.

### **Future Wise**

Don't miss to calculate upper bound coz that is finite.

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## **Problem -**

<https://codeforces.com/contest/1704/problem/B>

### **Idea/ Intuition:**

Keep track of min and max in the subarray, if u need to stop, increase count.

### **Caution**

Remember to reset min and max.

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## **Problem -**

<https://codeforces.com/contest/1614/problem/B>

### **Idea/ Intuition:**

place the builder at zero. Sort the array in descending order, place the house which need maximum visits at the nearest place, like, at +1, then at -1, +2, -2 ... so on.

## Caution

While sorting keep track of indices, no. of visits and their relative positions.

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## Problem -

<https://codeforces.com/contest/1632/problem/B>

## Idea/ Intuition:

- The XOR of two adjacent values in a permutation is largest when their most significant differing bit is high.
- So we must **avoid placing numbers differing in high bits next to each other**, *as much as possible*.

## Future Wise

Don't randomly shuffle — the cost will spike due to unintended high-bit transitions. Don't forget `0` must be included, and `n-1` may be a power of two minus one (corner case).