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# ADDMUL

? Ask Doubt

Time-Limit: 1 sec Score: 0/100 Difficulty :

Memory: 256 MB Accepted Submissions: 100 Relevant For: AZ-201

## Description

Implement a data structure that supports appending a value to an integer sequence, adding or multiplying a given value to all elements present in the sequence and displaying the value present at any index of the sequence.

## Input Format

Implement the AddMul class:

- AddMul() : Initializes the object with an empty sequence.
- void append(val) : Appends an integer *val* to the end of the sequence.
- void add(inc) : Increments all existing values in the sequence by an integer *inc*.
- void mult(mul) : Multiplies all existing values in the sequence by an integer *mul*.
- int get(idx) : Gets the current value at index *idx* (0-indexed) of the sequence **modulo** $10^9 + 7$. If the index is greater or equal than the length of the sequence, return -1.

## Output Format

For every time the *get* function is called return the value present at the given index.

## Constraints

$1 \le val, inc, m \le 100$

$0 \le idx \le 10^5$

At most $10^5$ calls are made in total to *append*, *add*, *mult* and *get.*

## Sample Input 1

Copy

```
11
append 2
add 3
append 7
mult 2
get 0
add 3
append 10
mult 2
get 0
get 1
get 2
```

C++14[GCC]

Submit

```
#include <bits/stdc++.h>
using namespace std;

class AddMul
```