```cpp
#include <bits/stdc++.h>
#define ll long long
#define inf (int)1e9
#define inf18 1e18
using namespace std;
```

FenwickTree (BIT) sum query on 1D-Array:

```cpp
// answer point update and range query
struct FenwickTreeSum {
    vector<int> bit;
    int n;

    FenwickTreeSum(int n) {
        this->n = n;
        bit.assign(n, 0);
    }

    //build in O(n)
    FenwickTreeSum(vector<int> a) : FenwickTreeSum(a.size()) {
        for (int i = 0; i < n; i++) {
            bit[i] += a[i];
            int r = i | (i + 1);
            if (r < n) bit[r] += bit[i];
        }
    }

    int query(int r) {
        int ret = 0;
        for (; r >= 0; r = (r & (r + 1)) - 1)
            ret += bit[r]; // to change
        return ret;
    }

    // for all query
    int query(int l, int r) {
        return query(r) - query(l - 1);
    }

    void update(int idx, int delta) {
        for (; idx < n; idx = idx | (idx + 1))
            bit[idx] += delta; //to change
    }
};
```