FenwickTree (BIT) (min \ max) query on 1D-Array:

```cpp

//point update and [0 - r] range query
struct FenwickTreeMin {
    vector<int> bit;
    int n;

    FenwickTreeMin(int n) {
        this->n = n;
        bit.assign(n, inf);
    }

    FenwickTreeMin(vector<int> a) : FenwickTreeMin(a.size()) {
        for (size_t i = 0; i < a.size(); i++)
            update(i, a[i]);
    }

    int get(int r) {
        int ret = inf;
        for (; r >= 0; r = (r & (r + 1)) - 1)
            ret = min(ret, bit[r]);
        return ret;
    }

    void update(int idx, int val) {
        for (; idx < n; idx = idx | (idx + 1))
            bit[idx] = min(bit[idx], val);
    }
};
```