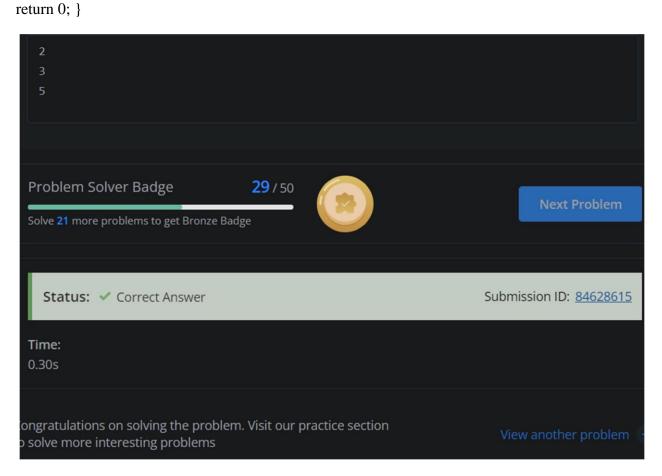
WORKSHEET_4 (IT_SKILLS)

Q1. Roads in Chef land

ANS:

```
#include <bits/stdc++.h>
using namespace std; void
solve()
{ int n; cin >> n;
if ((n & (n - 1)) == 0)
  {
       cout << -1 << endl;
    return;
  }
  long long ans = 0; for (int i =
1; i \le n; i \le 1 ans += ((n - 1)^{-1})^{-1}
i) / (i << 1)) * i; for (int i = 2; i <
n; i \ll 1
                ans += i; cout
<< ans << endl; } int main() {
ios_base::sync_with_stdio(false);
cin.tie(NULL);
  int t;
cin >> t;
while (t--)
```

```
solve(); }
```



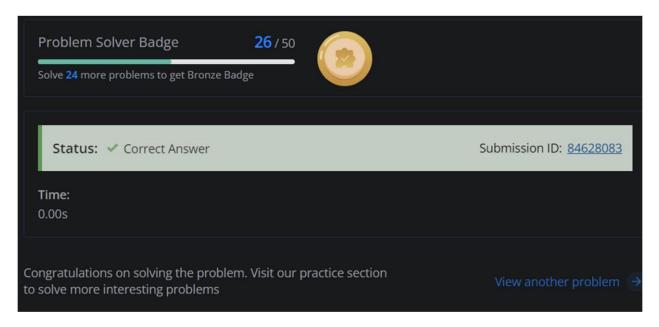
Q2. Temple land

Code:

```
#include <bits/stdc++.h>
using namespace std;
// INT HERE MEANS LONG LONG
#define int long long
#define endl '\n'

bool solve(int* arr, int n)
{
   if(arr[0]!=1 || arr[n-1]!=1)
   return false;   if(n%2 == 0)
    return false;
```

```
for(int i = 0; i < n/2; i++)
     if((arr[i]-arr[i+1])!=-1)
return false;
  for(int i = n/2; i < n-1; i++)
     if((arr[i]-arr[i+1])!=1)
return false;
  return true;
int32_t main(){
ios_base::sync_with_stdio(false);
cin.tie(NULL);
   int t; cin \gg t;
while (t--){
                 int n;
              int* arr =
cin>>n;
new int[n];
     for(int i = 0; i < n; i++)
       cin>>arr[i];
     if(solve(arr,n))
     cout<< "yes"<<endl;
     else
     cout<<"no"<<endl;
  }
return 0; }
Output:
```



Q2. That Is my Score!

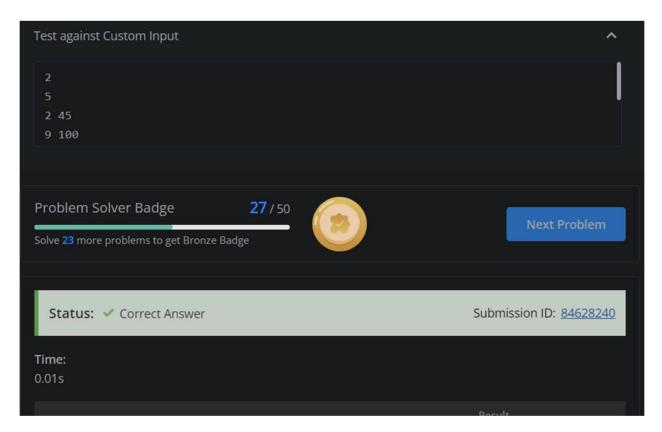
```
Code:
#include<bits/stdc++.h> using
namespace std;

int main() {
  map<int,int> m;
  int n, x,y,sum=0,t;
  cin>>t;

  while(t--)
  {
  cin>>n;

for(int i=0; i<n; i++)
  {
```

```
cin>>x>>y;
  if(x \le 8)
  {
 m[x]=max(m[x],y);
  } map<int,
int>::iterator it;
 for(it=m.begin();it!=m.end();it++)
 {
 sum=sum+(*it).second ;
 }
cout<<sum<<endl; sum=0;</pre>
m.clear();
} return 0
```

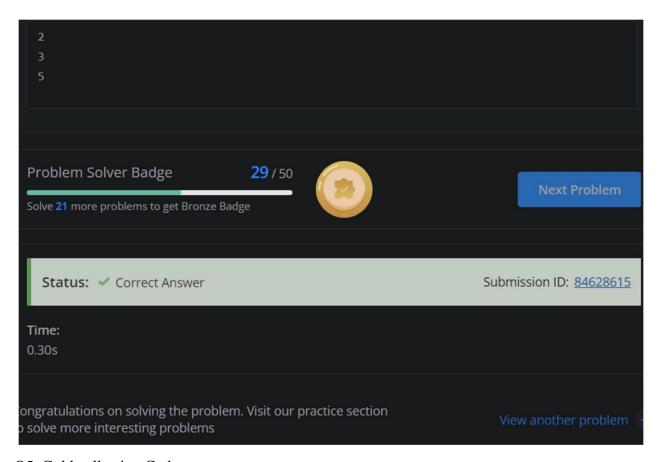


Q3. Pairwise AND Sum Code:

```
#include <bits/stdc++.h>
using namespace std;
#define ll long long int int
main() {
    // your code goes here
    ll n;
cin>>n;
vector<ll> v(n);
vector<ll> arr(31);
for(ll i=0;i<n;i++){
    cin>>v[i];
    }
```

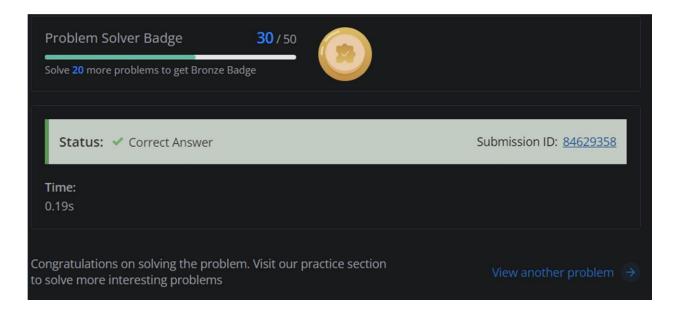
```
ll sum=0;
       for(int i=0;i<n;i++){
for(int j=0; j<31; j++){
if((v[i])&(1<< j)) arr[j]++;
        }
       for(int j=0;j<31;j++){}
  ll cnt=(arr[j]*(arr[j]-1))/2;
sum+=(cnt*(1<<j));
        }
       cout<<sum<<endl;
return 0;
   Test against Custom Input
   Problem Solver Badge
                                       28/50
   Solve 22 more problems to get Bronze Badge
     Status:  Correct Answer
                                                                            Submission ID: <u>84628407</u>
   Time:
   0.04s
```

```
Q4. Roads in Chef land Code:
#include <bits/stdc++.h>
using namespace std; void
solve()
{ int n; cin >> n;
if ((n & (n - 1)) == 0)
  {
       cout << -1 << endl;
    return;
  }
  long long ans = 0; for (int i =
1; i \le n; i \le 1
                      ans += ((n -
i) / (i << 1)) * i; for (int i = 2; i <
n; i \ll 1) ans += i; cout
<< ans << endl; } int main() {
ios_base::sync_with_stdio(false);
cin.tie(NULL);
  int t;
cin >> t;
while (t--)
solve(); }
return 0; }
```



Q5. Gold collection Code:

```
int q;
                      scanf("%d",&q);
               for(int i=0;i < q;i++)
                              {
                                     int q1,q2;
                                     scanf("%d%d",&q1,&q2);
                                     if(q1==1)
                                             printf ("%d\n", arr[q2-1]);
                                      }
                                      else
                                             printf("\%d\n", arr[q2-1]-arr[q1-2]);
                                      }
                              }
}
       return 0;
}
```

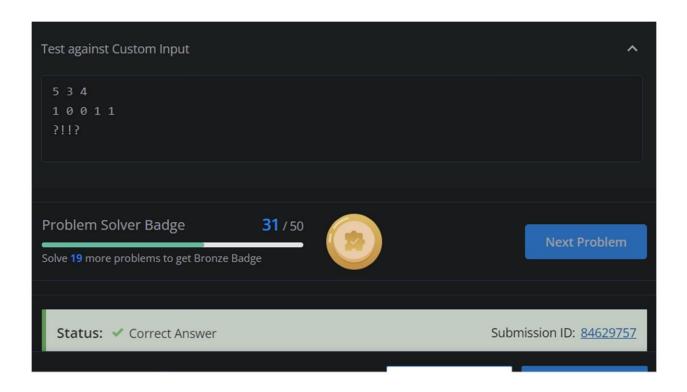


Q6. Chef and Sub Array

Code:

```
#include <bits/stdc++.h> using namespace std; int n, k, p, a[200001], sum[200001], maxi[524288];
```

```
string s;
void build(int node, int l, int r) {
if (1 == r) {
                  maxi[node] =
sum[1];
             return;
  }
  int p1 = 2 * node + 1, p2 = 2 * node + 2, c = (1 + r) / 2;
build(p1, l, c);
  build(p2, c + 1, r); maxi[node] =
max(maxi[p1], maxi[p2]);
int query(int node, int l, int r, int i, int j) {
&& r == i
                 return maxi[node]; int p1 = 2 * node
+1, p2 = 2 * node + 2, c = (1 + r) / 2;
  if (i \le c) return query(p1, 1, c, i, j); if (i > c) return
query(p2, c + 1, r, i, j); return max(query(p1, l, c, i, c),
query(p2, c + 1, r, c + 1, j));
int main() { ios::sync_with_stdio(0);
cin.tie(0); cout.tie(0);
  //freopen("test01.in", "r", stdin);
//freopen("test01.out", "w", stdout);
cin >> n >> k >> p; k = min(k, n);
for (int i = 1; i \le n; i++) {
     cin >> a[i];
a[n+i] = a[i];
  \begin{cases} \sin >> s; \quad \sup[0] = 0; \quad \text{for (int i)} \end{cases}
                     sum[i] = sum[i - 1]
= 1; i \le k; i++)
+ a[i]; for (int i = k + 1; i \le 2 * n; i++)
sum[i] = sum[i - 1] + a[i] - a[i - k];
build(0, 1, 2 * n); for (int i = 0, pos = 1;
i < s.size(); i++) {
     if (s[i] == '?')
                            cout << query(0, 1, 2 * n, pos + k - 1,
pos + n - 1) << "\n";
                            else {
                                           pos--;
                                                          if (pos < 1)
pos = n;
    }
return 0; }
```



Q7. Multiple Linked Lists

```
#include <iostream> using
namespace std;
struct Node{
int data;
  Node* link; Node*
head = NULL; bool
circular = false; int *table
= new int[1001]; Node*
NodeTable[1001]; int N =
           int* getTable()
0; public:
    return table;
  Node()
    for(int i = 0; i < 1001; i++)
                table[i] = 0;
    for(int i = 0; i < 1001; i++)
```

```
NodeTable[i] = NULL;
  } void
first(int x){
    Node* temp1 = new Node;
temp1->data = x;
                     temp1-
>link = NULL;
NodeTable[x] = temp1;
N++;
         if(head == NULL)
      head = temp1;
table[head->data] = 0;
      return;
    Node* temp = head;
while(temp->link != NULL)
temp = temp->link;
    temp->link = temp1;
  void second(int y, int x)
    N++;
    find(y) ? insertAfter(y, x) : insertBefore(y, x);
  void insertBefore(int y, int x)
    Node* temp = new Node;
temp->data = y;
                    temp-
>link = NULL;
NodeTable[y] = temp;
       if(head->data == x)
      temp->link = head;
head = temp;
return;
    Node* temp1 = head;
while(temp1->link->data != x)
temp1 = temp1 - link;
                         temp->link =
temp1->link;
    temp1->link = temp;
  }
```

```
void insertAfter(int y, int x){
Node* temp = new Node;
temp->data = x;
                    temp-
>link = NULL;
NodeTable[x] = temp;
Node* temp1 = head;
while(temp1->data != y)
temp1 = temp1->link;
temp->link = temp1->link;
    temp1->link = temp;
  void third(int x, int y, int z)
    Node* temp1 = new Node;
temp1->data = z;
                     temp1-
>link = NULL;
NodeTable[z] = temp1;
                           int
distance = 0;
                 Node* temp
            while(temp-
= head;
                 temp=temp-
>data!=x)
           Node* Initial =
>link;
temp;
    while(temp->data != y)
       temp = temp->link;
       distance++;
           distance /=
2;
       while(distance !=
0)
       Initial = Initial->link;
distance--;
    temp1->link = Initial->link;
    Initial->link = temp1;
    N++;
  bool find(int x)
    Node* temp = head;
                             while(temp != NULL)
       {
```

```
if(temp->data == x)
return true;
       temp = temp->link;
    if(temp == NULL)
return false;
  }
  void display()
    Node* temp = head;
    while(temp != NULL)
       cout << temp->data << " ";</pre>
       temp = temp->link;
}
  void fourth(int x, int p)
        if(find(x) == false)
              Node* temp =
  return;
NodeTable[x];
       while(p != 0)
                            {
if(temp->link == NULL)
                 temp->link = head;
                     temp = head;
              circular = true;
                     p--
else
                temp = temp->link;
                 p--;
         NodeTable[x]->link = temp;
  } void
createtable()
    for(int i = 1; i < 1001; i++)
if(NodeTable[i] != NULL)
if(NodeTable[i]->link != NULL)
table[NodeTable[i]->link->data]++;
```

```
void displaytable()
    for(int i = 1; i < 10; i++)
       cout << i << " \ " << table[i] << endl;
  } bool
Circular()
    return circular;
  } int
length()
    return N;
  } }; int
main() {
Node A;
int N; cin
\gg N;
char c;
int b;
  for(int i = 0; i < N; i++)
     cin>>c; cin>>b;
if(c == 'I' \&\& b == 0)
       int x;
cin >> x;
A.first(x);
     }
    else if(c == 'I' \&\& b == 1)
       int x,y;
cin >> x >> y;
       A.second(x, y);
    else if(c == 'I' \&\& b == 2)
       int x, y, z;
cin >> x >> y >> z;
       A.third(x, y, z);
    else if(c == 'U')
```

```
int p;
cin >> p;
       A.fourth(b, p);
  A.createtable(); int*
ansTable = A.getTable();
                            int
countMultiple = 0;
  A.Circular() ? cout << 1 << endl : cout << 0 << endl;
  for(int i = 1; i \le 1000; i++)
if(ansTable[i] >= 2)
                 countMultiple++;
  if(countMultiple == 0)
          cout << 0 << endl;
          A.display();
  else
  {
    cout << countMultiple << endl;</pre>
for(int i = 1; i \le 1000; i++)
if(ansTable[i] >= 2)
                               cout
<< i << " ";
               cout<<endl;
for(int i = 1; i \le 1000; i++)
if(ansTable[i] >= 2)
                               cout
<< ansTable[i] << " ";
  cout << endl;
```

