

## Consider

### Input Array:

arr = [3, 5, 2, 7, 4]

### Prefix Sum Array:

prefix = [3, 8, 10, 17, 21]

### Explanation:

- $\text{prefix}[0] = \text{arr}[0] = 3$
- $\text{prefix}[1] = \text{prefix}[0] + \text{arr}[1] = 3 + 5 = 8$
- $\text{prefix}[2] = \text{prefix}[1] + \text{arr}[2] = 8 + 2 = 10$
- $\text{prefix}[3] = \text{prefix}[2] + \text{arr}[3] = 10 + 7 = 17$
- $\text{prefix}[4] = \text{prefix}[3] + \text{arr}[4] = 17 + 4 = 21$

```
#include <iostream>
```

```
#include <vector>
```

```
using namespace std;
```

```
vector<int> computePrefixSum(const vector<int>& arr) {
```

```
    int n = arr.size();
```

```
    vector<int> prefix(n);
```

```
    prefix[0] = arr[0];
```

```
    for (int i = 1; i < n; ++i) {
```

```
        prefix[i] = prefix[i - 1] + arr[i];
```

```
    }
```

```
    return prefix;
```

```
}
```

```
int main() {
```

```
    vector<int> arr = {3, 5, 2, 7, 4};
```

```
    vector<int> prefix = computePrefixSum(arr);
```

```
    cout << "Prefix Sum: ";
```

```
    for (int sum : prefix) {
```

```
        cout << sum << " ";
```

```
    }
```

```
    return 0;
```

```
}
```

Java

```
import java.util.Arrays;
```

```
public class PrefixSum {
```

```

public static int[] computePrefixSum(int[] arr) {
    int n = arr.length;
    int[] prefix = new int[n];
    prefix[0] = arr[0];

    for (int i = 1; i < n; i++) {
        prefix[i] = prefix[i - 1] + arr[i];
    }

    return prefix;
}

public static void main(String[] args) {
    int[] arr = {3, 5, 2, 7, 4};
    int[] prefix = computePrefixSum(arr);

    System.out.println("Prefix Sum: " + Arrays.toString(prefix));
}

```

Applications

### Applications

#### 1. Efficient Range Sum Queries:

- To compute the sum of elements from index  $l$  to  $r$ , use:  $\text{sum}[l \text{ to } r] = \text{prefix}[r] - \text{prefix}[l-1]$
- If  $l=0$  then  $\text{sum}[l \text{ to } r] = \text{prefix}[r]$ .

#### 2. Finding Subarray Sums:

- Quickly calculate the sum of any subarray in  $O(1)$  time after constructing the prefix sum array.

#### 3. Sliding Window Optimization:

- Often combined with the sliding window technique for certain optimizations.