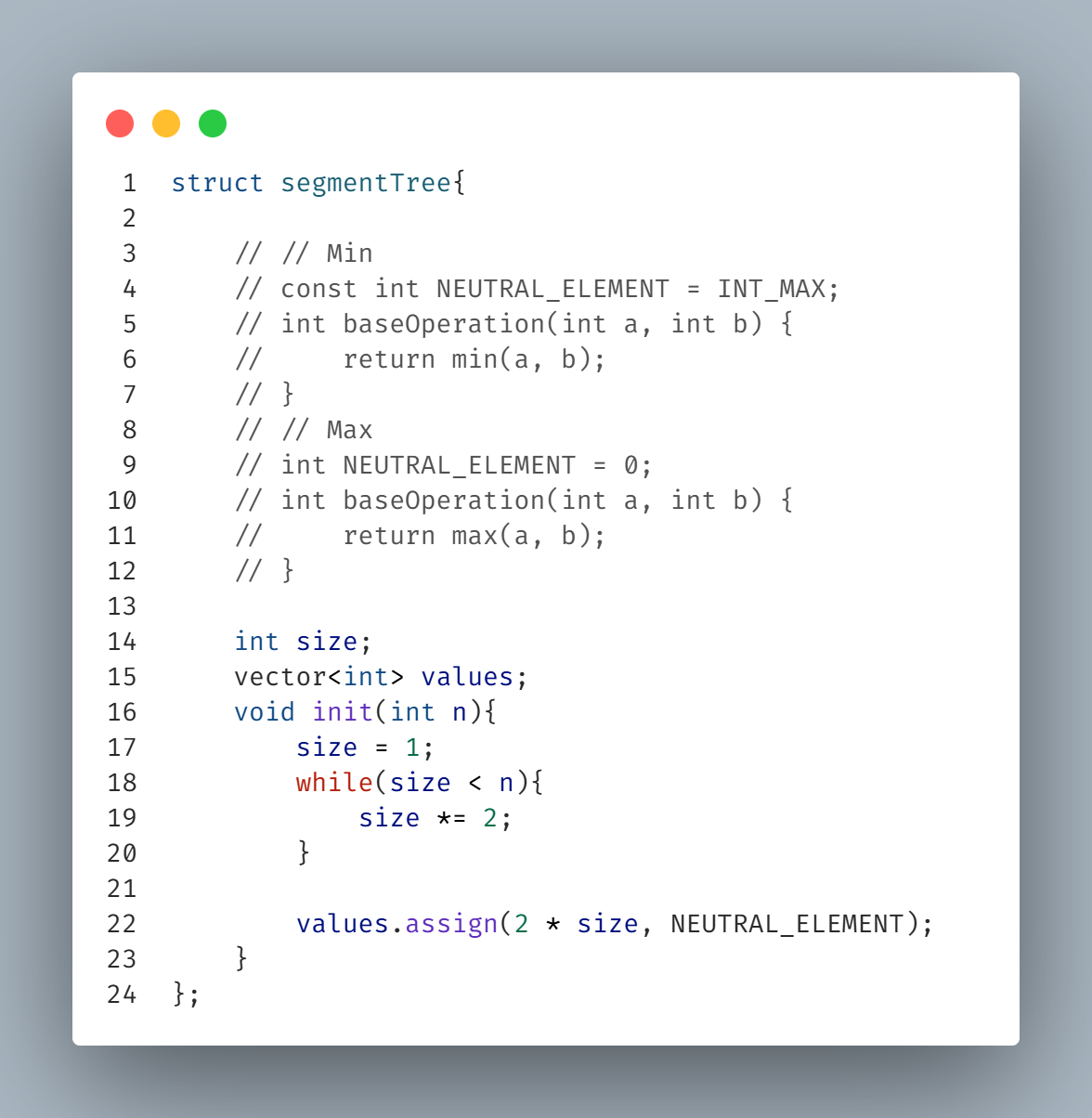
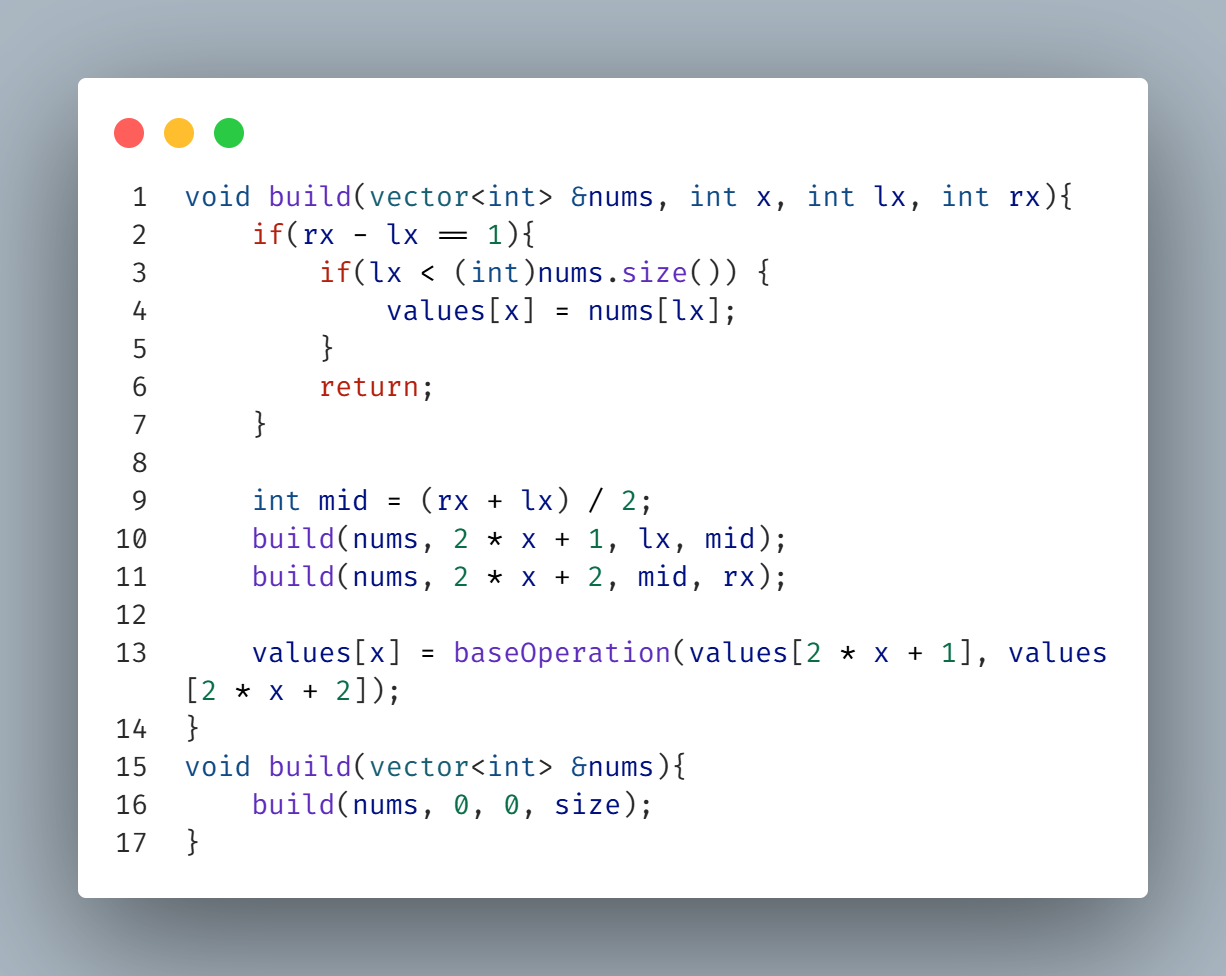
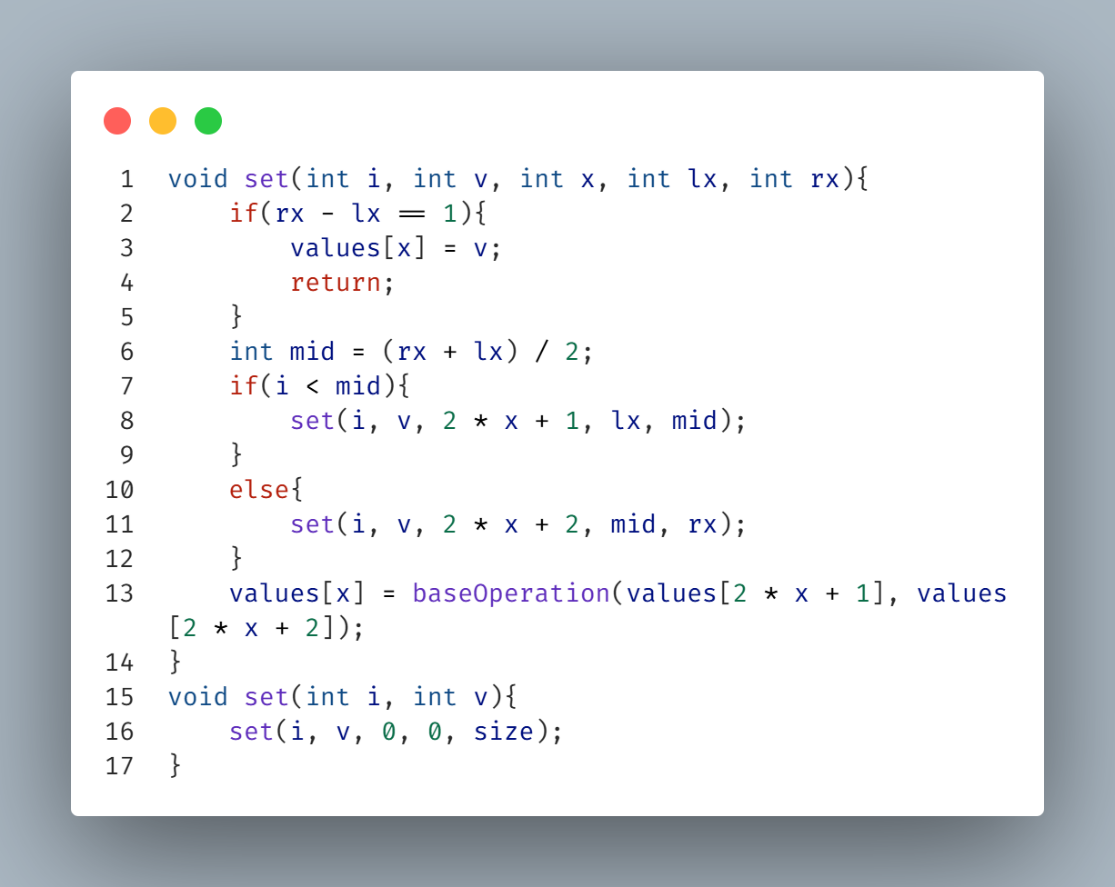
**Segment Tree Min-Max**

**\\ Base code //**

**\\ Build Code //**

**\\ Set Code //**

A screenshot of a computer

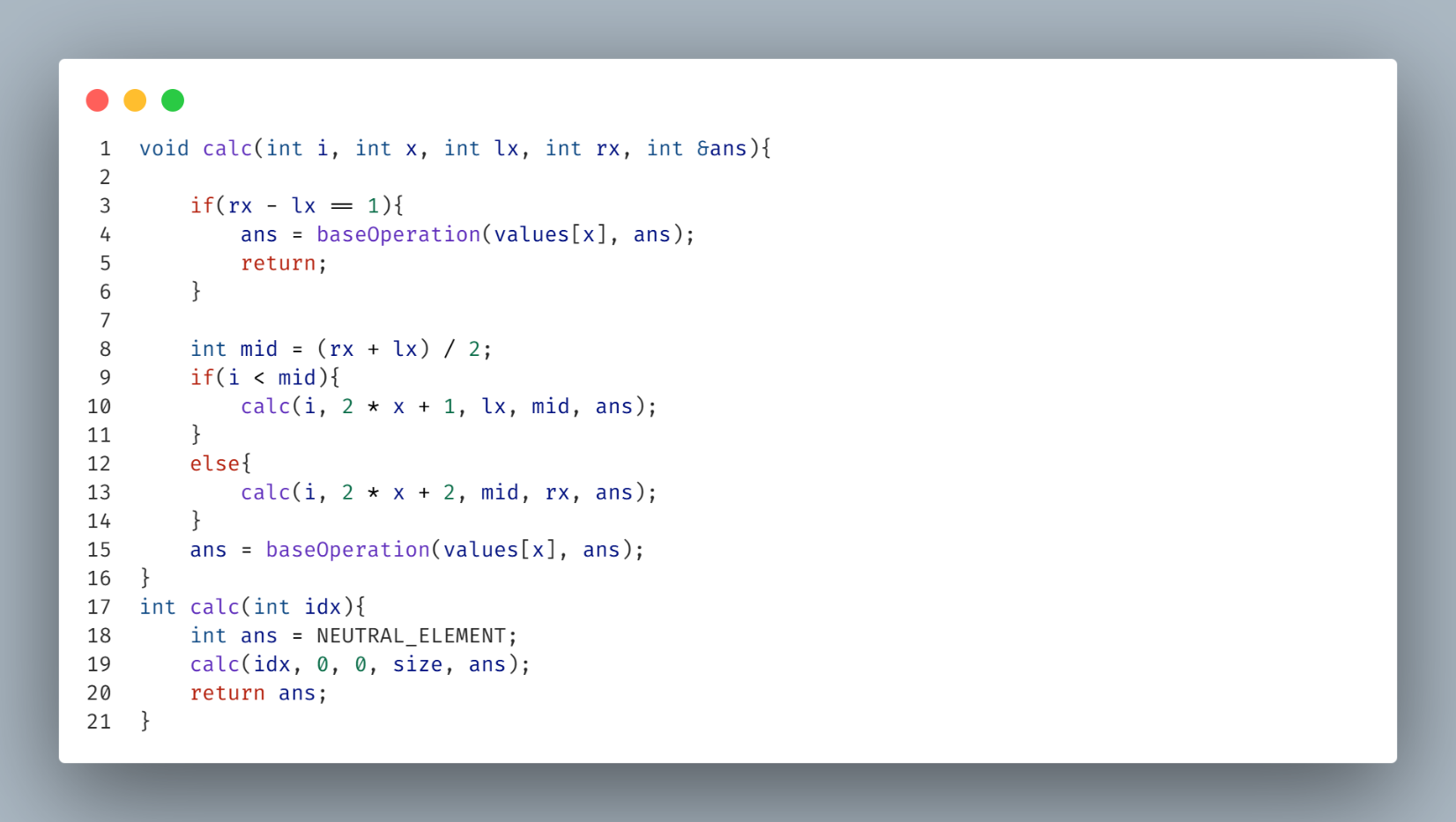
AI-generated content may be incorrect.**\\ Get Code //**

**A screenshot of a computer

AI-generated content may be incorrect.\\ Set Range Code //**

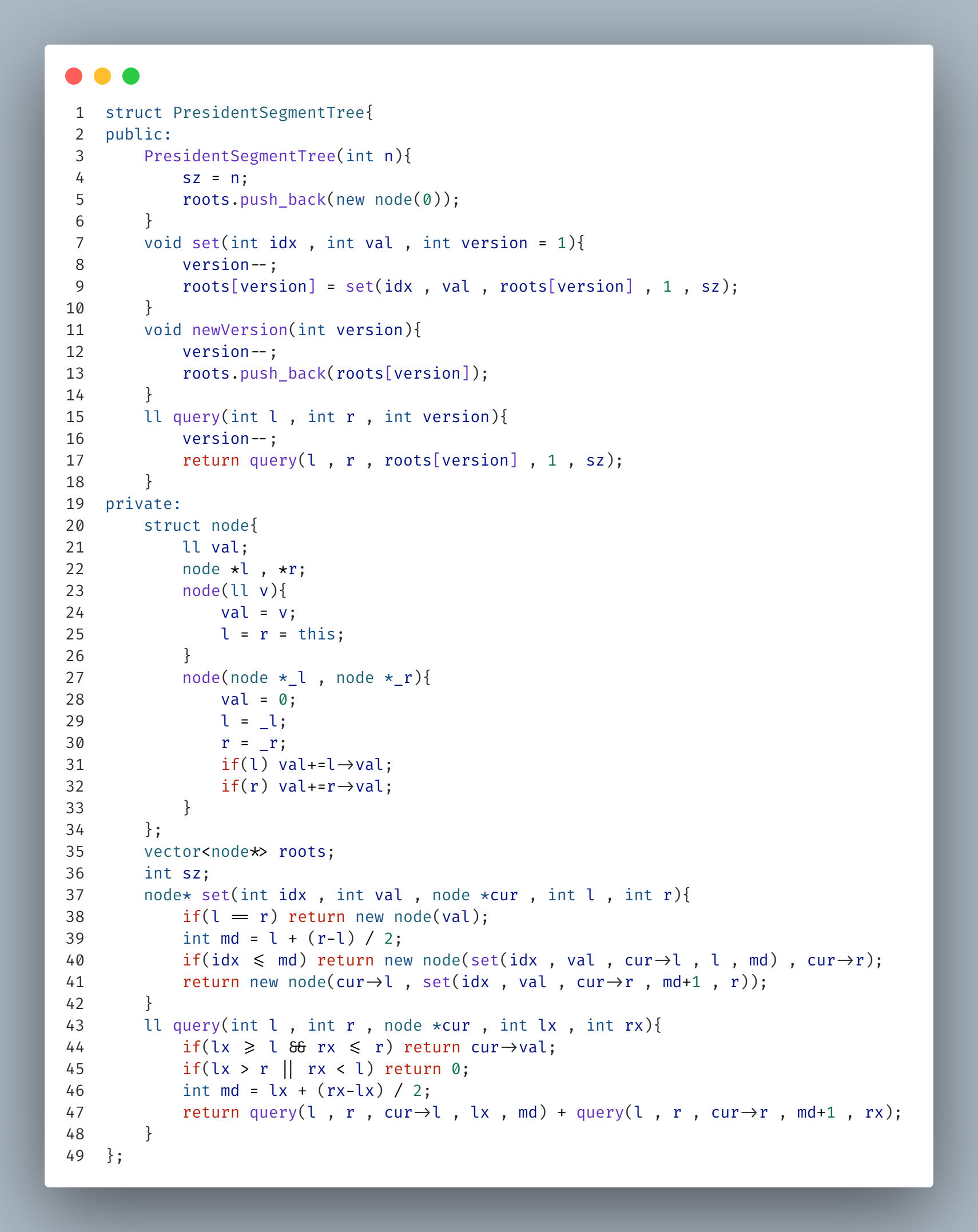
**A screenshot of a computer

AI-generated content may be incorrect.Get First Index of an element in range less than a value (v)**

**\\ Calc Code [ get value from setRange() ] //**

A screenshot of a computer

AI-generated content may be incorrect. **Get Last Index of an element in range less than a value (v)**

**President Segment Tree**

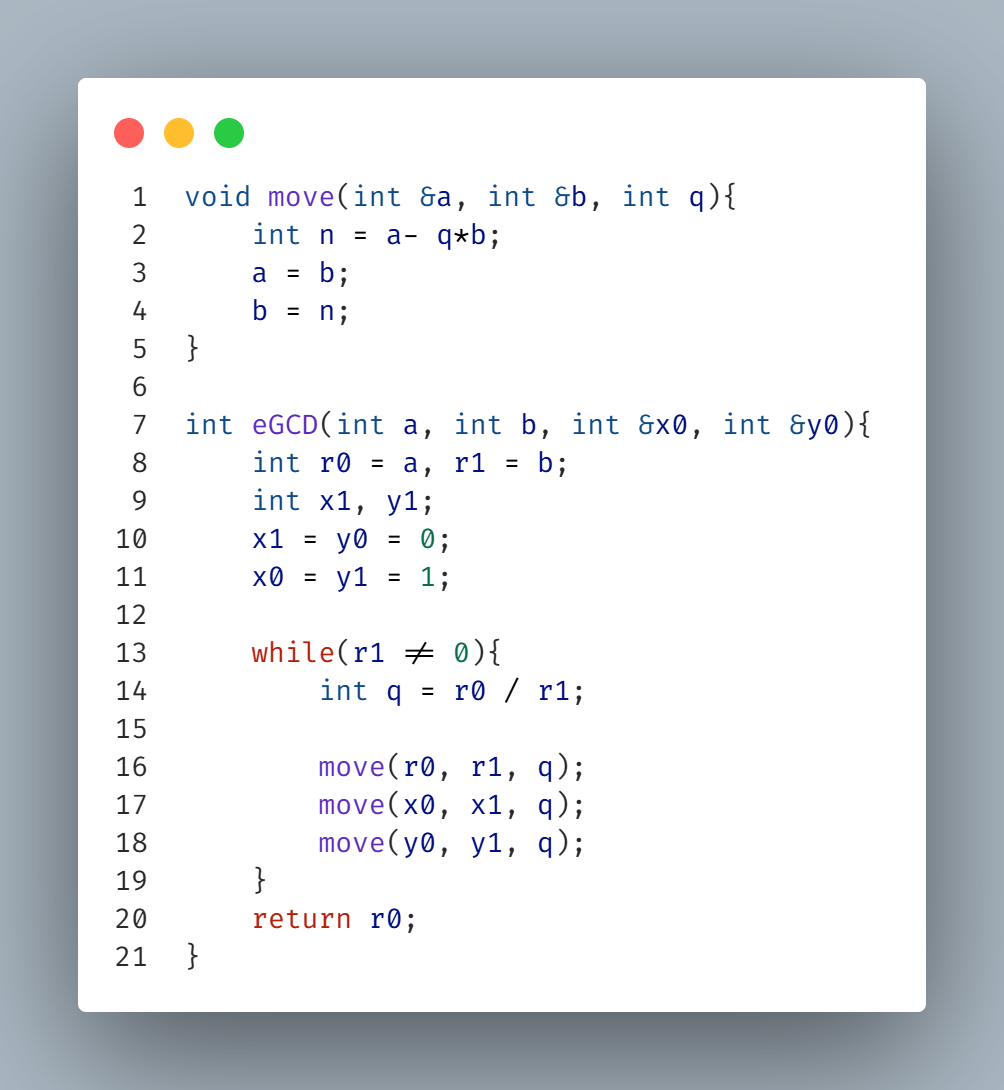
A computer code with text

AI-generated content may be incorrect.**Ordered Set & Map**

**A computer code with text

AI-generated content may be incorrect.Kadane**

**Eclidian GCD**

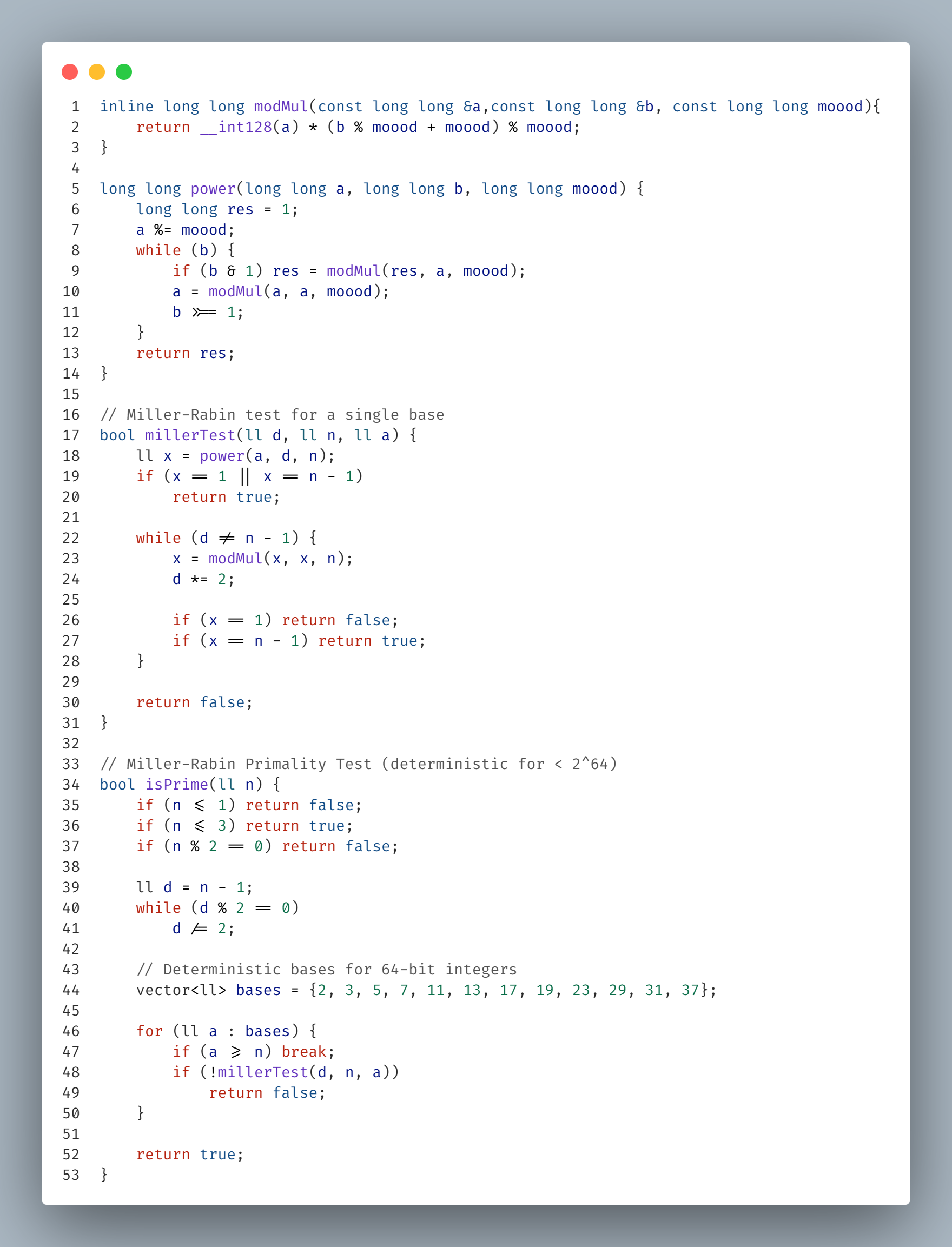
****

**A screenshot of a computer program

AI-generated content may be incorrect.Factorize**

**A screenshot of a computer

AI-generated content may be incorrect.Is Prime 1e18**

**Factorize 1e18**

**A screenshot of a computer program

AI-generated content may be incorrect.\\ Continue //**

**A screenshot of a computer code

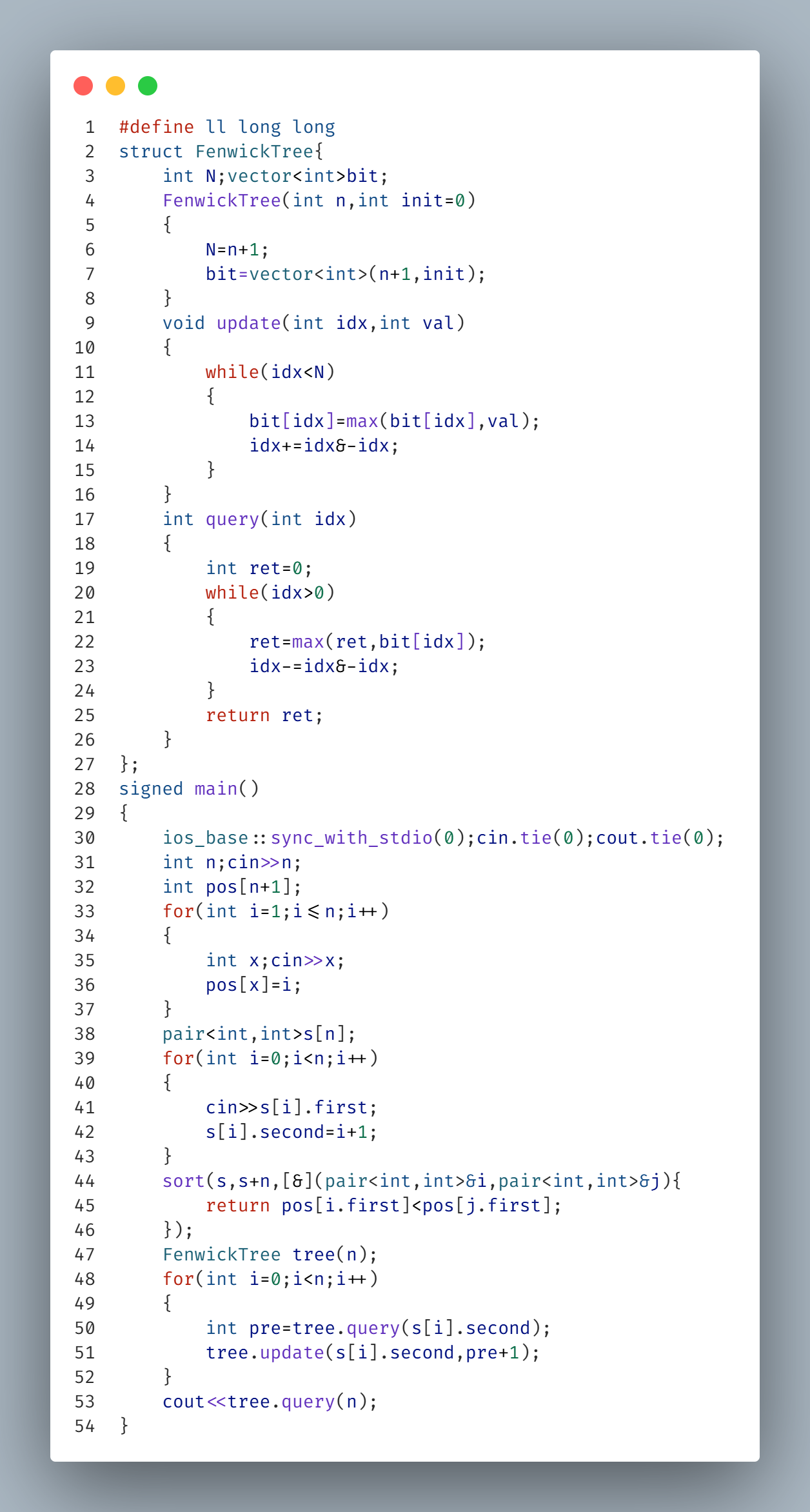
AI-generated content may be incorrect.LCA**

**A screenshot of a computer

AI-generated content may be incorrect.\\ Continue //**

**A screenshot of a computer

AI-generated content may be incorrect.NUMS**

**Len. of the longest inc. subseq**

**A screenshot of a computer code

AI-generated content may be incorrect.MST**

**A screenshot of a computer screen

AI-generated content may be incorrect.\\ Continue //**

**A computer screen shot of text

AI-generated content may be incorrect.MEX**