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Problem 1:

```
#include<iostream>
#include<bits/stdc++.h>
#include<unordered_set>
#include<unordered_map>
using namespace std;

#define ll          long long int
#define llmin      -1e18
#define ff         first
#define ss         second
#define pb         push_back
#define vi         vector<int>
#define take(a,n)  vector <int> a; for(int i=0;i<n;i++){int aa; cin>>aa;
a.pb(aa);}
```

```

#define vll          vector<ll>
#define full(a)      (a.begin(),a.end())
#define vc           vector<char>
#define iz(n)        int n; cin>>n;
#define iz2(n,m)     int n,m; cin>>n>>m;
#define mii          map<int,int>
#define setbits(x)   __builtin_popcountll(x)
#define zerobits(x)  __builtin_ctzll(x) //zeros before first 1
#define com          int t; cin>>t; while(t--)
#define forn(n)      for(int i=0;i<n;i++)
#define fo(x,y)      for(int i=x;i<y;i++)
#define pq           priority_queue <int, vector<int>, greater<int> >

```

```

int main(){
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);

    #ifndef ONLINE_JUDGE
    freopen("input.txt", "r", stdin);
    freopen("output.txt", "w", stdout);
    #endif

    int n;
    cin>>n;
    take(a,n)
    unordered_map<int,int> m;
    int level=0;
    int size=1;
    int counter=0;
    for(int i = 0; i < n; i++)
    {

        if(counter==size){

```

```
        counter=0;
        size*=2;
        level++;
    }
    m[a[i]]=level;
    counter++;

}
int query;
cin>>query;
if(m.count(query)==0){
    cout<<-1;
}
else
    cout<<m[query];

return 0;
}
```

Problem 2:

```
#include<iostream>
#include<bits/stdc++.h>
#include<unordered_set>
#include<unordered_map>
using namespace std;

#define ll          long long int
#define llmin      -1e18
#define ff         first
#define ss         second
#define pb         push_back
#define vi         vector<int>
#define take(a,n)   vector<int> a; for(int i=0;i<n;i++){int aa; cin>>aa;
a.pb(aa);}
#define vll        vector<ll>
#define full(a)     (a.begin(),a.end())
#define vc         vector<char>
#define iz(n)       int n; cin>>n;
#define iz2(n,m)    int n,m; cin>>n>>m;
#define mii        map<int,int>
#define setbits(x)  __builtin_popcountll(x)
#define zerobits(x) __builtin_ctzll(x) //zeros before first 1
#define com        int t; cin>>t; while(t--)
#define forn(n)     for(int i=0;i<n;i++)
#define fo(x,y)     for(int i=x;i<y;i++)
#define pq         priority_queue<int, vector<int>, greater<int>> >

void DFS(int i, vector<int> adj[],vector<bool> &vis, set<int> &s)
```

```

{
    if (vis[i]) return;
    vis[i] = true;
    s.insert(i);

    for (auto j:adj[i])
    {
        if (!vis[j]) DFS(j, adj, vis, s);
    }
}

```

```

int main(){
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    // cout<<" a";
    #ifndef ONLINE_JUDGE
    freopen("input.txt", "r", stdin);
    freopen("output.txt", "w", stdout);
    #endif

    int n,m;
    cin>>n>>m;
    vector<int> adj[n+1];
    // cout<<"P";
    for (int i = 0; i < m; i++)
    {
        int a,b;
        cin>>a>>b;
        // insertNode(a,b,adj);
        adj[a].push_back(b);
    }
}

```

```

    adj[b].push_back(a);
}
int k;
cin>>k;
set<int> s;
vector<bool>visited(n,false);
// cout<<"aaaa";
for (int i = 0; i <= n; i++)
{
    if(!visited[i]){
        DFS(i,adj,visited,s);
    }
    // cout<<s.size()<<endl;
    if((int)(s.size())==k){
        for (auto it = s.begin(); it!=s.end(); ++it){
            cout<<*it<<" ";
        }

        cout<<endl;
        s.clear();
    }
    s.clear();
}

return 0;
}

```