Dossier grupo C++

Editar - Preferencias - Herramientas - Terminal:

gnome-terminal -e “/bin/bash %c”

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

// a % b (positive)
int mod(int a, int b) {
  return ((a % b) + b) % b;
}

// greatest common divisor
int gcd(int a, int b) {
  if (b == 0) return a;
  return gcd(b, a % b);
}

// least common multiple (requires gcd)
int lcm(int a, int b) {
  return a / gcd(a, b) * b ;
}

// Bezout : d = ax + by (requires gcd)
// Todas las soluciones son de la forma
// x = x0 + M*B/d, y = y0 - M*A/d
int bezout(int a, int b, int *x, int *y) {
  if (a == 0) {
    *x = 0;
    *y = 1;
    return b;
  }
  int x1, y1;
  int gcd = bezout(b%a, a, &x1, &y1);
  *x = y1 - (b/a) * x1;
  *y = x1;
  return gcd;
}

// ax = b (mod n)
vector<int> mod_equation(int a, int b, int n) {
  int x, y;
  vector<int> solutions;
  int d = bezout(a, n, x, y);
  if (b % d == 0) {
    x = mod(x * (b / d), n);
    for (int i = 0; i < d; i++)
    solutions.push_back(mod(x + i*(n / d), n));
  }
  return solutions;
}
```

```cpp
// modular inverse  (-1 on failure)
int mod_inverse(int a, int n) {
  int x, y;
  int d = bezout(a, n, x, y);
  if (d > 1) return - 1;
  return mod(x , n);
}

// ax + by = c   (x = y = -1 on failure)
void linear_equation(int a, int b, int c, int & x, int & y) {
  int d = gcd(a, b);
  if (c % d) x = y = -1;
  else {
    x = c / d * mod_inverse(a / d, b / d);
    y = (c - a*x) / b;
  }
}

// Eratóstenes
vector<int> primes(int n) {
  vector<bool> v(n, true);
  for (int i = 0; i < n; i++) {
    if (v[i])
      for (int cont = 2; i*cont <= n; ++cont)
        v[i*cont] = false;
  }
  vector<int> prim;
  for (int i = 2; i < n; i++)
    if (v[i]) prim.push_back(i);
  return prim;
}

// Divisores
vector<int> divisors(int n, vector<int> const& prim) {
  vector<int> divis;
  int i = 0;
  while (prim[i] <= n + 1) {
    if (n % prim[i] == 0) {
      n = n / prim[i];
      divis.push_back(prim[i]);
    }
    else ++i;
  }
  return divis;
}//
```

```cpp
//Busqueda en profundidad
void dfs(int u, mat &adjList, vector<int> &dfs_num, vector<int> &topo) {
  dfs_num[u] = 1;
  for (int v : adjList[u]) {
    if (dfs_num[v] == 0)
      dfs(v, adjList, dfs_num, topo);
  }
  topo.push_back(u); // Leer al reves para orden top.
}

//Busqueda en anchura
void bfs(mat &adjList, int u, vector<int> &dist) {
  dist[u] = 0;
  queue<int> q;
  q.push(u);
  while (!q.empty()) {
    u = q.front(); q.pop();
    for (auto v : adjList[u]) {
      if (dist[v] == INT_MAX) {
        dist[v] = dist[u] + 1;
        q.push(v);
      }
    }
  }
}

//Dijkstra    (vii : vector<pair>)
void dijkstra(int s, vector<vii> const& grafo, vector<int> &dist) {
   dist.assign(adjList.size(), numeric_limits<int>::max());
   dist[s] = 0;
   priority_queue<ii, vii, greater<ii>> pq; // de minimos
   pq.push({0,s});
   while (!pq.empty()) {
      ii front = pq.top(); pq.pop();
      int d = front.first, u = front.second;
      if (d > dist[u]) continue;
      for (auto v : grafo[u]) {
         if (dist[u] + v.first < dist[v.second]) {
            dist[v.second] = dist[u] + v.first;
           pq.push({dist[v.second], v.second});
         }
      }
   }
}

//Kruskal
typedef pair<int, int> iPair;
struct Graph{
  int V, E;
  vector< pair<int, iPair> > edges;
  Graph(int V, int E){
    this->V = V;
    this->E = E;
  }
  void addEdge(int u, int v, int w){
    edges.push_back({w, {u, v}});
```

```
  }
  int kruskalMST();
};

struct DisjointSets{
  int *parent, *rnk;
  int n;
  DisjointSets(int n){
    this->n = n;
    parent = new int[n+1];
    rnk = new int[n+1];
    for (int i = 0; i <= n; i++){
      rnk[i] = 0;
      parent[i] = i;
    }
  }

  int find(int u){
    if (u != parent[u])
      parent[u] = find(parent[u]);
    return parent[u];
  }

  void merge(int x, int y){
    x = find(x), y = find(y);
    if (rnk[x] > rnk[y])
      parent[y] = x;
    else
      parent[x] = y;

    if (rnk[x] == rnk[y])
      rnk[y]++;
  }
};

int Graph::kruskalMST(){
  int mst_wt = 0;
  sort(edges.begin(), edges.end());

  DisjointSets ds(V);

  vector< pair<int, iPair> >::iterator it;
  for (it=edges.begin(); it!=edges.end(); it++){
    int u = it->second.first;
    int v = it->second.second;

    int set_u = ds.find(u);
    int set_v = ds.find(v);
    if (set_u != set_v){
      mst_wt += it->first;
      ds.merge(set_u, set_v);
    }
  }
  return mst_wt;
}//
```

```cpp
// Floyd Warshall (para grafos dirigidos)
void floydWarshall (int graph[][V]){
   int dist[V][V], i, j, k;
   for (i = 0; i < V; i++)
      for (j = 0; j < V; j++)
         dist[i][j] = graph[i][j];
   for (k = 0; k < V; k++){
      for (i = 0; i < V; i++){
         for (j = 0; j < V; j++){
            if (dist[i][k] + dist[k][j] < dist[i][j])
               dist[i][j] = dist[i][k] + dist[k][j];
         }
      }
   }
}

//Monedas finitas.
bool minM(vector<int> const& mon, vector<int> const& cant,
     int n,int P,int & sol){
  vector<int> minMon(P+1,INT_MAX);
  minMon[0] = 0;
  for(int i = 1;i <= n;++i){
    for(int j = P;j>=mon[i];--j){
      for(int k= 0; k <= cant[i] && k*mon[i] <= j;++k){
        if(minMon[j-k*mon[i]] != INT_MAX)
          minMon[j] = min(minMon[j],k + minMon[j-k*mon[i]]);
      }
    }
  }
  sol = minMon[P];
  return sol != INT_MAX;
}

// Longest common subsequence
string lcs(string const& x, string const& y){
  mat m(1+x.size(),vector<int>(1+y.size()));
  for(size_t i = 0; i < x.size()+1; ++i) m[i][0] = 0;
  for(size_t j = 1; j < y.size()+1; ++j) m[0][j] = 0;
  for(size_t i = 0; i < x.size(); ++i) {
    for(size_t j = 0; j < y.size(); ++j) {
      if (x[i]==y[j]) m[i+1][j+1] = 1+m[i][j];
      else m[i+1][j+1] = max(m[i][j+1],m[i+1][j]);
    }
  }
  string s;
  int i = x.size()-1, j = y.size()-1;
  while(i >= 0 && j >= 0) {
    if(m[i+1][j+1] == m[i][j+1]) i--;
    else if(m[i+1][j+1] == m[i+1][j]) j--;
    else {
      s.push_back(x[i]); i--; j--;
    }
  }
  reverse(s.begin(),s.end());
  return s;
}//
```

```
//Quitar minimo numero de letras para formar palindromo
string minP(string const& a){
  int n = a.size();
  vector<vector<int> > minPal(n,vector<int> (n,0));
  for(int i = n-2; i >= 0;--i){
    for(int j = i+1;j < n;++j){
      if(a[i] == a[j])
        minPal[i][j] = minPal[i+1][j-1];
      else
        minPal[i][j] = 1 + min(minPal[i][j-1],minPal[i+1][j]);
    }
  }
  stack<char> s;
  int i = 0, j = n-1;
  string st;
  while(i< n && j >= 0 && i<=j){
    if(i == j){ // cuando queda una sola letra solo tiene que aparecer
        //una vez en la solucion, por lo que no se añade a la pila
      st.push_back(a[i]);
      ++i;
    }else if(a[i] == a[j]){
      s.push(a[i]);
      st.push_back(a[i]);
      ++i;--j;
    }else if(minPal[i][j] == 1 + minPal[i+1][j])
      ++i;
    else
      --j;
  }
  while(!s.empty()){
    st.push_back(s.top()); s.pop();
  }
  return st;
}

//Vuelta atras con estimacion y marcado
void res(int k, mat & mt, vector<int> & marc,
    long long int & mejor, long long int act){
  for(int i = 0 ; i < mt.size(); ++i){
    if(marc[i] < 3){
      marc[i]++;
      act += mt[i][k];
      if(k == mt[0].size() - 1){
        if(mejor > act)
          mejor = act;
      } else if (act < mejor) {
        int est = act + estim(k,mt,marc);
        if (est < mejor)
          res(k+1,mt,marc,mejor,act);
      }
      marc[i]--;
      act -= mt[i][k];
    }
  }
}
```

stack: empty, size, top, push, emplace, pop, swap
queue: empty, size, front, back, push, emplace, pop, swap
priority_queue: empty, size, top, push, emplace, pop, swap

memset(char[] str,'-',6);
cstdlib : atoi (char[] to int), qsort, bsearch
cstdio : printf, scanf, getc, putc, eof
cctype : tolower, toupper, islower, isupper, ispunct
iomanip : setfill, setw, setprecision
cmath : exp, log, pow, sqrt, cbrt, ceil, floor, round, abs
algorithm : sort, merge, copy, move, min, max, reverse, rotate
utility : pair, swap, less
climits : INT_MIN, INT_MAX, LONG_, LLONG_

Non-modifying sequence ops:

all_of
Test condition on all elements

any_of
Test if any element fulfills condition

none_of
Test if no elements fulfill condition

for_each
Apply function to range

find
Find value

find_if
Find element

find_if_not
Find element (negative condition)

find_end
Find last subsequence

find_first_of
Find element from set

adjacent_find
Find equal adjacent elements

count
Count appearances of value

count_if
Return number of elements satisfying condition

mismatch
Return first position where two ranges differ

equal
Test whether the elements in two ranges are equal

is_permutation
Test whether range is permutation of another

search
Search range for subsequence

search_n
Search range for elements

Modifying sequence ops:

copy
Copy range of elements

copy_if
Copy certain elements of range

copy_backward
Copy range of elements backward

move
Move range of elements

move_backward
Move range of elements backward

swap
Exchange values of two objects

swap_ranges
Exchange values of two ranges

iter_swap
Exchange values of objects pointed to by two iterators

transform
Transform range

replace
Replace value in range

replace_if
Replace values in range

fill
Fill range with value

remove
Remove value from range

remove_if
Remove elements from range

unique
Remove consecutive duplicates

reverse
Reverse range

rotate
Rotate left the elements in range

Partitions:

is_partitioned
Test whether range is partitioned

partition
Partition range in two

stable_partition
Partition range in two (stable)

partition_point
Get partition point

Sorting:

sort
Sort elements

stable_sort
Sort elements preserving order of equivalents

partial_sort
Partially sort elements in range

is_sorted
Check whether range is sorted

is_sorted_until
Find first unsorted element

nth_element
Sort element in range

Binary search:

lower_bound
Return iterator to lower bound

upper_bound
Return iterator to upper bound

equal_range
Get subrange of equal elements

binary_search
Test if value exists in sorted sequence

Merge:

merge
Merge sorted ranges

inplace_merge
Merge consecutive sorted ranges

includes
Test whether sorted range includes another sorted range

set_union
Union of two sorted ranges

set_intersection
Intersection of two sorted ranges

set_difference
Difference of two sorted ranges

set_symmetric_difference
Symmetric difference of two sorted ranges

Min/max:

min
Return the smallest

max
Return the largest

minmax
Return smallest and largest elements

min_element
Return smallest element in range

max_element
Return largest element in range

minmax_element
Return smallest and largest elements in range

Other:

next_permutation
Transform range to next permutation

prev_permutation
Transform range to previous permutation