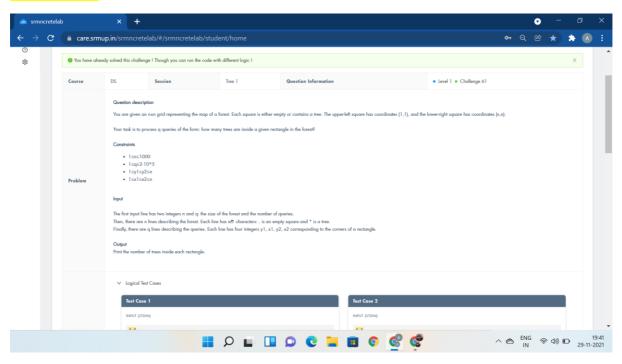
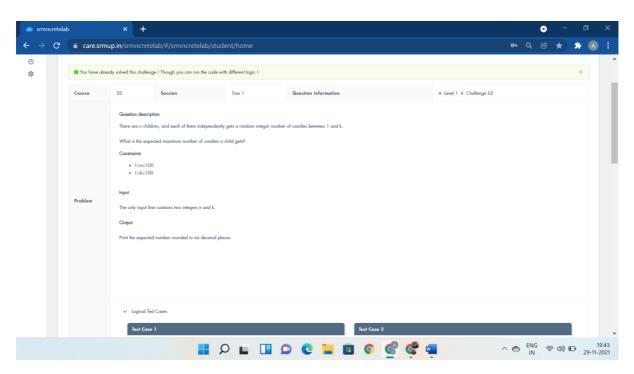
```
}
return 0;
}
```

TREE 1:-



```
#include<bits/stdc++.h>
using namespace std;
#define rep(i,a,b) for (int i=a; i<b; ++i)
int dp[1005][1005];
int main(){
   int n,m; cin>>n>>m;
   rep(i,1,n+1){
      rep(j,1,n+1){
      char x; cin>>x;
      dp[i][j] = (dp[i-1][j] - dp[i-1][j-1]) + dp[i][j-1] + (x=='*');
   }
}
while(m--){
   int y1 , x1, y2, x2; cin>>y1>>x1>>y2>>x2;
```

```
cout<<dp[y2][x2]+ dp[y1-1][x1-1] - dp[y2][x1-1] - dp[y1-1][x2]<<endl;
}
return 0;
cout<<"for(i=1;i<=n;i++)";
}</pre>
```

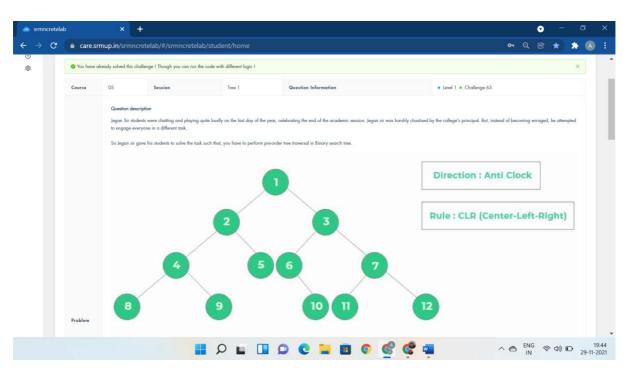


#include <bits/stdc++.h>

```
using namespace std;
int N, K;
double ans, a, b;

int main(){
    scanf("%d %d", &N, &K);
    for(int i = 1; i <= K; i++){
        a = b = 1.0;
    for(int j = 1; j <= N; j++){
        a *= (double) i / K;
        b *= (double) (i-1) / K;
    }
    ans += (a-b) * i;</pre>
```

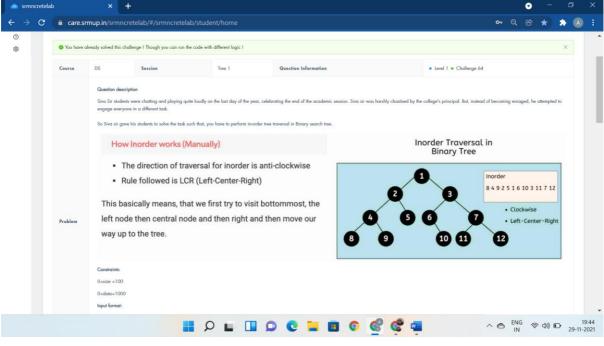
```
}
printf("%.6f\n", ans);
return 0;
cout<<"double power(double a,int k)";
}</pre>
```



```
#include<bits/stdc++.h>
using namespace std;
void solve(){}
struct node {
  int data;
  struct node *left,*right;
}*root=NULL;
void insert(int data) {
  struct node *tempNode = (node*) malloc(sizeof(node));
  struct node *current;
  struct node *parent;
  tempNode->data = data;
  tempNode->left = NULL;
  tempNode->right = NULL;
  if(root == NULL) root = tempNode;
  else {
```

```
current = root;
    parent = NULL;
    while(1) {
      parent = current;
      if(data < parent->data) {
        current = current->left;
        if(current == NULL) {
           parent->left = tempNode;
           return;
        }
      }
      else {
        current = current->right;
        if(current == NULL) {
           parent->right = tempNode;
           return;
        }
      }
    }}}
void preorder(struct node* root) {
  if(root != NULL) {
    printf("%d ",root->data);
    preorder(root->left);
    preorder(root->right);
  }
int main() {
  solve();
  int n,i,x; scanf("%d",&n);
  for(i = 0; i < n; i++){
    scanf("%d",&x); insert(x); }
  preorder(root);
  return 0;
  printf("struct node* newNode(int item) "); }
```

}

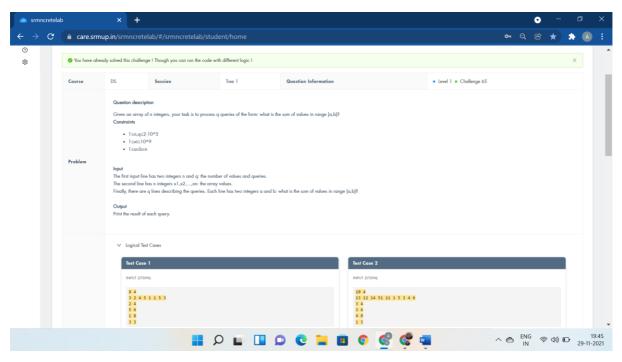


```
#include <stdio.h>
#include <stdlib.h>
struct node {
 int data;
 struct node *left,*right;
};
void solve(){}
struct node *root = NULL;
void insert(int data) {
 struct node *tempNode = (struct node*) malloc(sizeof(struct node));
 struct node *current;
 struct node *parent;
 tempNode->data = data;
 tempNode->left = NULL;
 tempNode->right = NULL;
 //if tree is empty
 if(root == NULL) {
   root = tempNode;
 } else {
```

```
current = root;
   parent = NULL;
   while(1) {
    parent = current;
    //go to left of the tree
    if(data < parent->data) {
      current = current->left;
      //insert to the left
      if(current == NULL) {
        parent->left = tempNode;
        return;
    } //go to right of the tree
     else {
      current = current->right;
      //insert to the right
      if(current == NULL) {
        parent->right = tempNode;
        return;
      }
    }
   }
 }
void inorder(struct node* root) {
 if(root != NULL) {
   inorder(root->left);
   printf("%d ",root->data);
   inorder(root->right);
```

}

```
}
}
int main() {
 solve();
 int n,i;
 scanf("%d",&n);
 int array[n];
 for(i=0;i<n;i++)
 scanf("%d",&array[i]);
 for(i = 0; i < n; i++)
   insert(array[i]);
 inorder(root);
 return 0;
 printf("temp->left=temp->right=NULL; struct node* newNode(int item)");
 return 0;
}
```



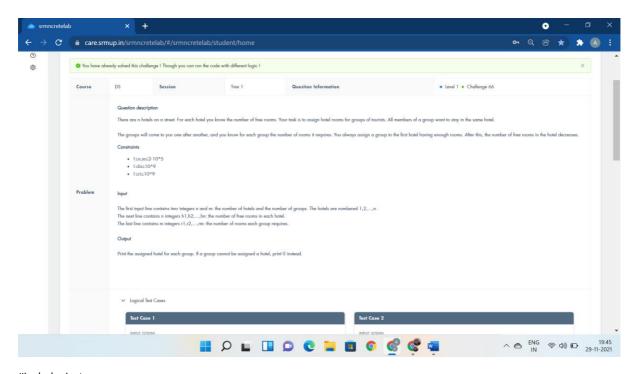
#include<bits/stdc++.h>

using namespace std;

int main(){

```
int n,q,i,a,b;
cin>>n>>q;
int x[n];
for(i=0;i<n;i++)
cin>>x[i];
while(q--){
  int sum=0;
  cin>>a>>b;

for(i=a;i<=b;i++)
  sum=sum+x[i-1];
  cout<<sum<<endl;
}</pre>
```



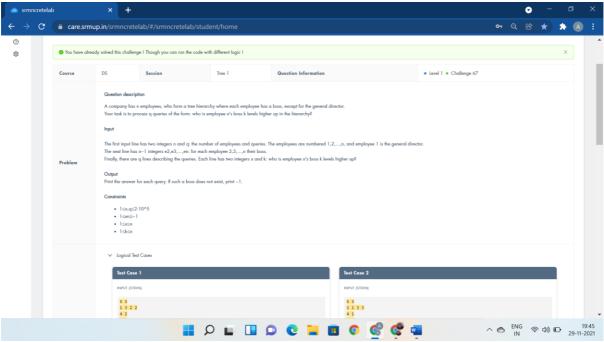
```
#include<iostream>
using namespace std;
```

```
void solve(){}
int main()
```

{
solve();

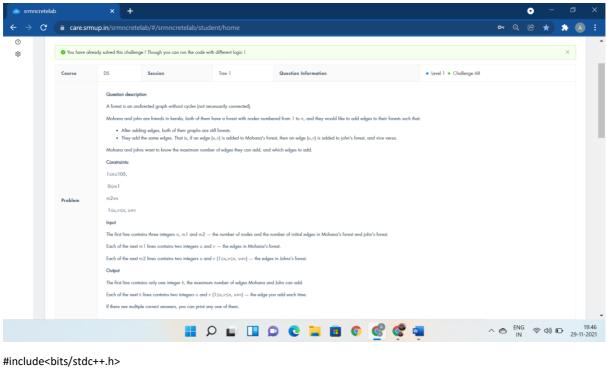
int n,m,i;

```
cin>>n>>m;
  int a[n],b[n];
  for(i=0;i<n;i++)
  cin>>a[i];
  for(i=0;i<n;i++)
  cin>>b[i];
  for(i=0;i<m;i++){
    int f=0,j=0;
    for(;j<n;j++){
      if(a[j]>=b[i]){
         a[j]-=b[i];
         f=1;
         break;
      }
    }
    if(f>0)
    cout<<j+1<<" ";
    else
    cout<<"0 ";
  }
          return 0;
}
```



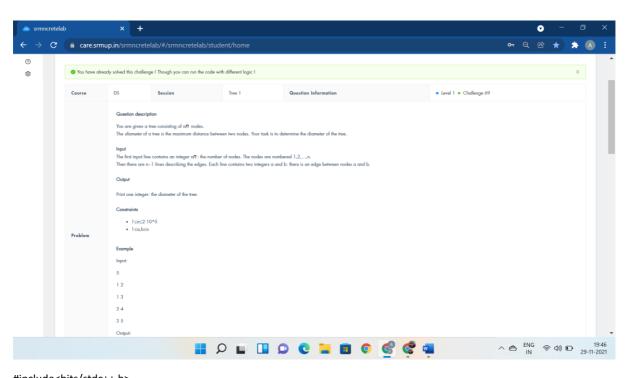
```
#include<bits/stdc++.h>
using namespace std;
#define II long long
#define MAX 200005
#define pb push_back
vector<int>tree[MAX];
Il up[MAX][20];
void solve(){}
void link(int i,int j){
  up[i][0]=j;
  for(int m=1;m<20;m++){
    if(up[i][m-1]!=-1)
    up[i][m]=up[up[i][m-1]][m-1];\\
    else
    up[i][m]=-1;
  for(auto child:tree[i]){
    if(child!=j) link(child,i);
  }
int ans_query(int src,int jump){
  if(src==-1 or jump==0)return src;
```

```
for(int i=19;i>=0;i--){
    if( jump>= (1<<i)){
      return ans_query(up[src][i],jump-(1<<i));
    }
  }
  return 1;
}
int main(){
  solve();
  int n,q;
  cin>>n>>q;
  for(int i=2;i<=n;i++){
    int ee;
    cin>>ee;
    tree[i].pb(ee);
    tree[ee].pb(i);
  }
  link(1,-1);
  while(q--){
    int node,jump;
    cin>>node>>jump;
    cout<<ans_query(node,jump)<<endl;</pre>
  }
}
```



```
using namespace std;
typedef long long II;
const int mod=998244353;
int fa[1005],fa2[1005],n,m1,m2;
int gf(int x,int *f){
          return f[x]==x?x:f[x]=gf(f[x],f);
}
int main(){
          cin>>n>>m1>>m2;
          for(int i=1;i<=n;i++)fa[i]=fa2[i]=i;
          for(int i=1,x,y;i<=m1;i++)cin>>x>>y,fa[gf(x,fa)]=gf(y,fa);\\
          for(int i=1,x,y;i<=m2;i++)cin>>x>>y,fa2[gf(x,fa2)]=gf(y,fa2);
          cout < n-max(m1,m2)-1 << ' \ ';
          for(int i=1;i<=n;i++){
                    for(int j=i+1;j<=n;j++)\{
                               if(gf(i,fa)!=gf(j,fa)\&\&gf(i,fa2)!=gf(j,fa2)){
                                          cout<<i<' '<<j<<'\n';
                                         fa[gf(i,fa)]=gf(j,fa);
                                          fa2[gf(i,fa2)]=gf(j,fa2);
                               }
                    }
```

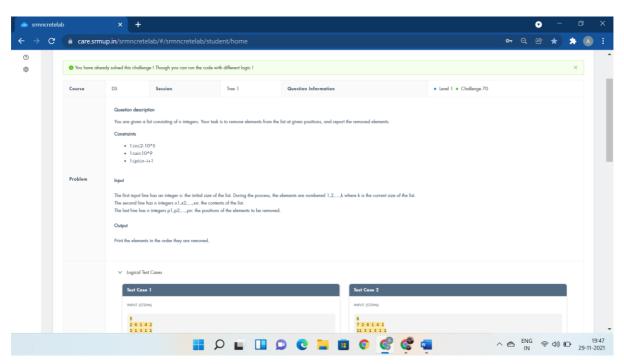
```
}
return 0;
cout<<"while(m1--)";
}</pre>
```



```
#include<bits/stdc++.h>
using namespace std;
#define vi vector<int>
#define rep(i,a,b) for (int i=a; i<b; ++i)
#define pb push_back
vi adj[200005];
int d=0,x=0;
void solve(){}
void dfs(int s, int p, int dep){
    for (auto i: adj[s]){
        if (i!=p){
            dfs(i,s,dep+1);
        }
    }
    if (dep>d) d = dep, x = s;
}
```

int main(){

```
solve();
int n;
cin>>n;;
rep(i,0,n-1){
   int x,y; cin>>x>>y;
   adj[x].pb(y), adj[y].pb(x);
}
dfs(1,0,0);
dfs(x,0,0);
cout<<d;
return 0;
cout<<"void link(int i,int j) void dfs(int p,int i,int d)";
}</pre>
```



```
#include <stdio.h>
#define N 200000
#define N_ (1 << 18)
int tr[N_* 2];

void build(int k,int l,int r) {
  tr[k] = r - l;
  if (r - l > 1) {
```

```
int m = (l + r) / 2;
     build(k * 2 + 1, l, m);
     build(k * 2 + 2, m, r);
  }
}
int query(int k, int l, int r, int x) {
  int m, k1, k2;
  tr[k]--;
  if (r - l == 1)
    return r;
  m = (l + r) / 2, k1 = k * 2 + 1, k2 = k * 2 + 2;
  return \; tr[k1] >= x \; ? \; query(k1, I, m, x) : query(k2, m, r, x - tr[k1]);
}
int main() {
  int n, h, i, x;
  scanf("%d", &n);
  int aa[n];
  for (i = 0; i < n; i++)
     scanf("%d", &aa[i]);
  build(0, 0, n);
  for (h = 0; h < n; h++) {
     scanf("%d", &x);
    i = query(0, 0, n, x) - 1;
     printf("%d ", aa[i]);
  printf("\n");
  return 0;
}
```