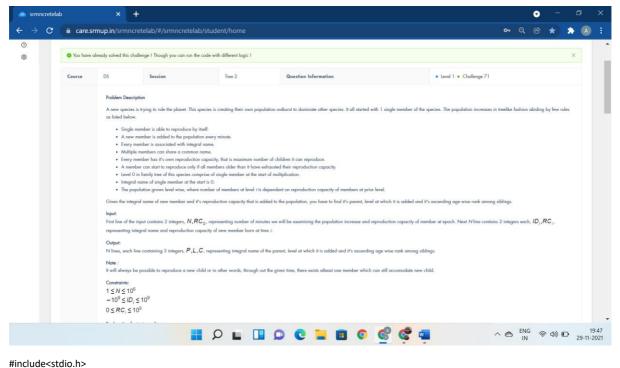
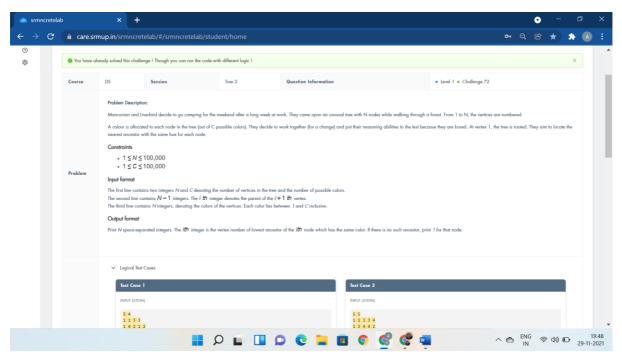
TREE-2:-



```
#include<stdlib.h>
#include<string.h>
struct cell{
  int name;
  int level;
  int capacity;
};
struct cell queue[1000001];
struct cell arr[1000001];
int front;
int end;
void init_queue(){
  front = 0;
  end = 0;
}
void enqueue(int name,int capacity,int level){
  queue[end].name = name;
  queue[end].level = level;
  queue[end].capacity = capacity;
  end = end + 1;
```

```
}
int is_empty(){
  if(end == front)
    return 1;
    return 0;
}
void dequeue()
{
          if(!is_empty())
           front++;
}
int main(){
  int n,rc;
  init_queue();
  scanf("%d %d",&n,&rc);
  int i,j,k;
  for(i=0;i<n;i++){
    scanf("%d %d",&arr[i].name,&arr[i].capacity);
  }
  enqueue(0,rc,0);
  i=0;
  while(!is_empty()){
    int par = queue[front].name;
    int cap = queue[front].capacity;
    int lev = queue[front].level+1;
    k=1;
    for(j=0;j<cap&&i<n;j++,i++){
      printf("%d %d %d\n",par,lev,k++);
      enqueue(arr[i].name,arr[i].capacity,lev);
    dequeue();
  return 0;
}
```



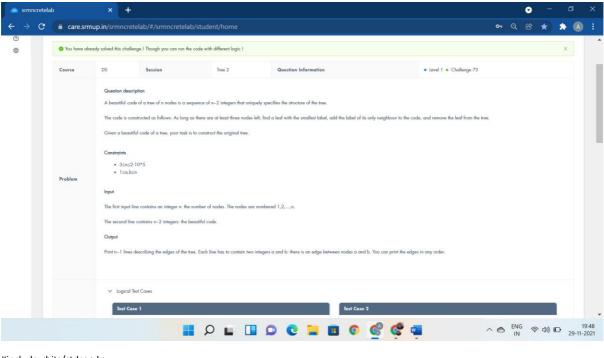
#include<bits/stdc++.h>

```
using namespace std;
```

```
int main() {
```

}

```
int n,i,c;
scanf("%d %d", &n, &c);
int tree[n+1][2];
tree[1][0] = -1;
for(i=2;i<=n;i++) {
           scanf("%d", &tree[i][0]);
}
for(i = 1; i <= n; i++) {
           scanf("%d", &tree[i][1]);
}
int parent;
for(i = 1; i<= n; i++) {
           parent = tree[i][0];
           while(parent != -1 && tree[parent][1] != tree[i][1]) {
                       parent = tree[parent][0];
           }
           printf("%d ", parent);
}
return 0;
```



```
#include <bits/stdc++.h>
using namespace std;
#define f(i,a,n) for(int i=a;i< n;i++)
#define X(a,b) if(a==b)
vector< int > vi;
const int maxN = 2e5+5;
int N, a[maxN], deg[maxN];
priority_queue<int, vector<int>, greater<int>> q;
int main(){
  scanf("%d", &N);
  fill(deg+1, deg+N+1, 1);
  //for(int i = 0; i < N-2; i++)
  f(i,0,N-2){
    scanf("%d", &a[i]);
    deg[a[i]]++;
  }
  //for(int i = 1; i <= N; i++)
  f(i,1,N+1)
    //if(deg[i] == 1)
```

X(deg[i],1)

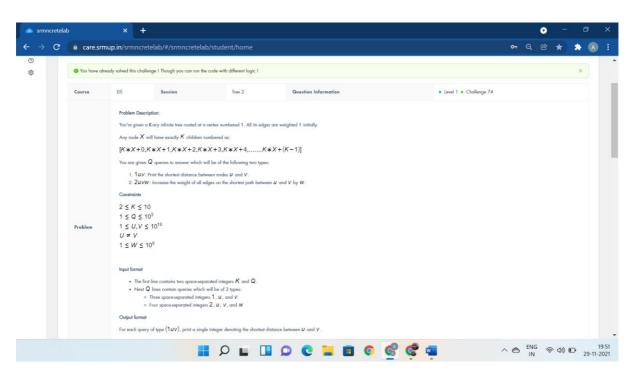
```
q.push(i);

f(i,0,N-2){
  int u = a[i];
  int v = q.top(); q.pop();

  deg[u]--; deg[v]--;
  //if(deg[u] == 1)
  X(deg[u],1)
  q.push(u);

printf("%d %d\n", v, u);
}

//for(int i = 1; i <= N; i++)
  f(i,1,N+1)
  if(deg[i])
    printf("%d ", i);
}</pre>
```



#include <iostream>

#include <map>

#include <assert.h>

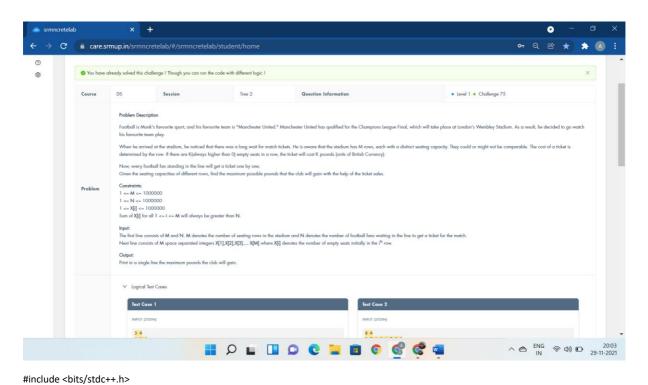
```
using namespace std;
#define int long long
map < pair < int, int >, int > adj;
int find_depth( int u, int k ) {
  int depth = 0;
  while (u > 0) {
    u = u / k;
    depth = depth + 1;
 }
  return depth - 1;
}
int dist( int u, int v, int k ) {
  int dist = 0;
  int depth_u = find_depth( u, k );
  int depth_v = find_depth( v, k );
  if ( depth_u < depth_v ) {
  swap ( u, v );
  swap ( depth_u, depth_v );
  }
  while( depth_u != depth_v ) {
    if ( adj.count( { u, u / k } ) ) {
    dist = dist + adj[ { u, u / k } ];
  } else {
    dist = dist + 1;
  depth_u = depth_u - 1;
  u = u / k;
  }
  while ( u != v ) {
  if ( adj.count( { u, u / k } ) ) {
    dist = dist + adj [ { u, u / k } ];
  } else {
    dist = dist + 1;
  }
  if ( adj.count( { v, v / k } ) ) {
```

```
dist = dist + adj [ { v, v / k } ];
    } else {
         dist = dist + 1;
    }
    u = u / k;
    v = v / k;
 }
  return dist;
}
void add_weight( int vertex, int parent, int w ) {
  if (!adj.count({vertex, parent})){
    adj[ { vertex, parent } ] = 1;
 }
  adj[ { vertex, parent } ] = adj[ { vertex, parent } ] + w;
}
void increase_weights ( int u, int v, int w, int k ) {
  int depth_u = find_depth( u, k );
  int depth_v = find_depth( v, k );
  if ( depth_u < depth_v ) {
  swap ( u, v );
  swap ( depth_u, depth_v );
  while( depth_u != depth_v ) {
    add_weight( u, u / k, w );
  depth_u = depth_u - 1;
  u = u / k;
 }
  while ( u != v ) {
  add_weight( u, u / k, w );
  add_weight( v, v / k, w );
    u = u / k;
    v = v / k;
 }
}
```

signed main() {

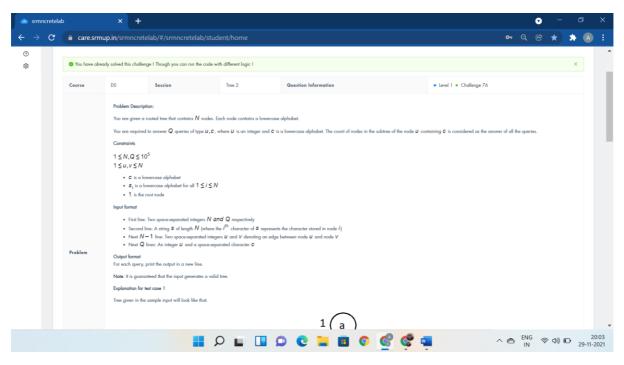
```
int k, q, x, u, v, w;
cin >> k >> q;

while(q--) {
    cin >> x;
    if ( x == 1 ) {
        cin >> u >> v;
        cout << dist( u, v, k ) << "\n";
    } else {
        cin >> u >> v >> w;
        increase_weights( u, v, w, k );
    }
}
```



```
using namespace std;
#define PII pair <int, int>
priority_queue <int> seats;
map <int, int> x;
int main()
{
```

```
int N, M; cin >> N >> M;
  assert (1<=N and N<=1000000);
  assert (1<=M and M<=1000000);
  for (int g=1; g<=N; g++){
    int a; cin >> a;
    seats.push(a);
    assert (1<=a and a<=1000000);
    x[a]++;
  long long ans = 0;
  for (int g=0; g<M; g++){
    int x = seats.top(); ans+=x; seats.pop();seats.push(x-1);
  }
  cout <<ans;
  return 0;
  cout<<"void heapify(int arr[],int n,int i)";</pre>
}
```



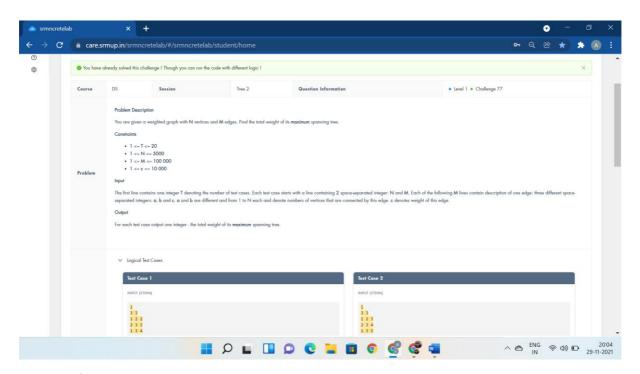
#include<bits/stdc++.h>

using namespace std;

```
\label{thm:cond} \mbox{void dfs(int node,int parent,string \&s,vector<vector<int>>\&subroot,vector<vector<int>>\&v1)} \\ \{
```

```
//visited[node]=1;
           subroot[node][s[node-1]-'a']++;
           //intime[node]=t;
           //t++;
           //z.push_back(node);
           for( auto it:v1[node])
           {
                      if(it!=parent)
                      {
                      dfs(it,node,s,subroot,v1);
                      for(int i=0;i<26;i++)
                      subroot[node][i]+=subroot[it][i];
                      }
           //outtime[node]=t;
           //t++;
}
int main()
{
           int N,i, Q;
           string S;
           cin >> N >> Q;
           cin >> S;
           vector<vector<int>>v1(N+1);
           for(i=0;i<N-1;i++)
                      int u, v;
                      cin >> u >> v;
             v1[u].push_back(v);
                      v1[v].push_back(u);
           }
           vector<vector<int>>subroot(N+1,vector<int>(26,0));
           dfs(1,0,S,subroot,v1);
           while(Q--)
```

```
{
    int u;
    char c;
    cin >> u >> c;
    cout<<subroot[u][c-'a']<<"\n";
    //cout<<cnt<<endl;
}
    return 0;
}</pre>
```

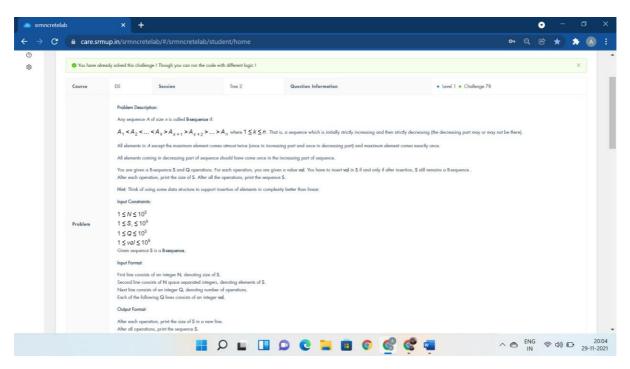


```
#include<bits/stdc++.h>
typedef long long II;
using namespace std;
struct edge
{
   int u;
   int v;
   int w;
};
edge a[100005];
```

int parent[100005];

```
bool comp (edge a , edge b)
{
return a.w>b.w;
}
int find_parent(int u) ///DSU find
{
  /* return (parent[u]==u) ? u: find_parent(parent[u]);*/
  if(parent[u]==u)
  return u;
  else
  return parent[u]=find_parent(parent[u]);
}
void merge(int u, int v) /// DSU union
{
  parent[u]=v;
}
int main()
{
  int t;
  cin>>t;
  while(t--) {
    int n,m;
    cin>>n>>m;
    for(int i=1;i<=n;i++)
    parent[i]=i;
    for(int i=0;i< m;i++) \  \  \{
      cin>>a[i].u>>a[i].v>>a[i].w;
    sort(a,a+m,comp);
    II ans=0;
    for(int i=0;i<m;i++) {
      int x=find_parent(a[i].u);
      int y=find_parent(a[i].v);
      if(x!=y)
        merge(x,y);
        ans+=a[i].w;
```

```
}
cout<<ans<<endl;
}
return 0;
cout<<"int printheap(int N)";
}</pre>
```



#include<bits/stdc++.h>

#include<map>

using namespace std;

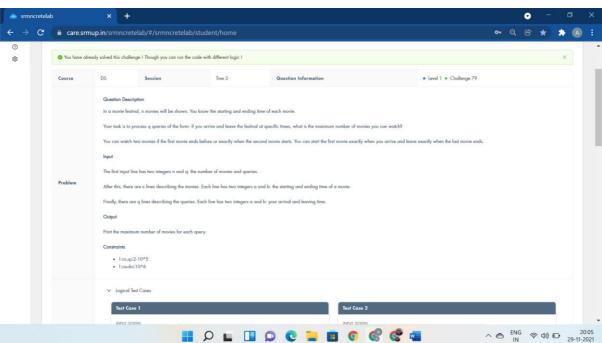
```
int main() {
  int N,i,maximum=INT_MIN;
  scanf("%d", &N);
  int S[N];
```

map<int,int> map;

```
for(i=0;i<N;i++) {
  scanf("%d", &S[i]);
  maximum=max(maximum,S[i]);
  map[S[i]]++;
}
int temp,Q;
cin>>Q;
for(i=0;i<Q;i++) {
  scanf("%d", &temp);
  if(temp==maximum) printf("%d\n",N);
  else {
    if(map[temp]>=2)\;printf("%d\n",N);\\
    else {
      map[temp]++;
      N++;
      printf("%d\n",N);
      maximum=max(maximum,temp);
    }
  }
```

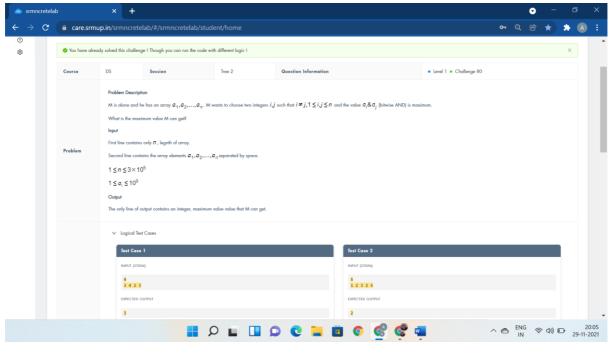
```
for(auto it=map.begin();it!=map.end();it++) printf("%d ",it->first);
for(auto it=map.rbegin();it!=map.rend();it++) {
   if(it->second>1) printf("%d ",it->first);
}
```

}



```
#include<bits/stdc++.h>
using namespace std;
int dp[1000006][25];
void solve(){}
int main(){
    solve();
    int n, q; cin>>n>>q;
    for (int i = 0; i < n; i++) {
        int x, y; cin>>x>>y;
```

```
dp[y][0] = max(dp[y][0], x);
  }
  for (int i = 1; i <= 1000000; i++)
    dp[i][0] = max(dp[i][0], dp[i-1][0]);
  for (int k = 1; k <= 20; k++)
    for (int i = 1; i \leq 1000000; i++)
       dp[i][k] = dp[dp[i][k-1]][k-1];
  while(q--) {
    int x,y; cin>>x>>y;
    int ans = 0;
    while(y>0) {
       int z = 0;
       for (int i = 0; i <= 20; i++) {
         if \left(dp[y][i] < x\right) \{
           z = i;
           break;
         }
       if (z == 0)
         break;
       ans += (1<<(z-1));
       y = dp[y][z-1];
    }
    cout<<ans<<endl;
  }
}
```

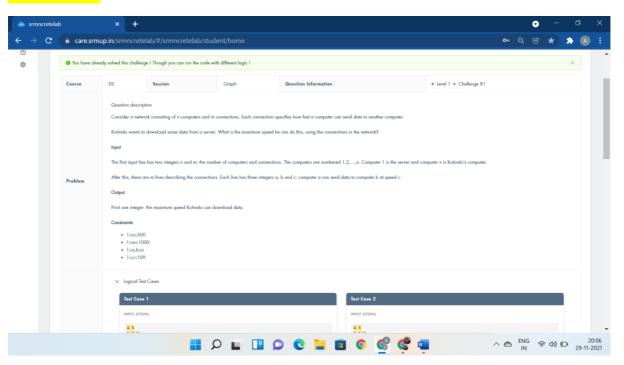


```
# include<stdio.h>
# include<stdlib.h>
# include<math.h>
void input(long *,int);
int main()
{
  int n;
  scanf("%d",&n);
  long *ptr = (long*)malloc(n*sizeof(long));
 input(ptr,n);
          return 0;
}
void input(long *ptr, int n)
{
  int i, j;
          int m;
  for(i=0;i<n;i++)
           {
                      scanf("%ld", ptr+i);
           }
```

```
for(i = 0; i < n; i++)
         {
                     if (*(ptr + i) \le m)
                     {
                                continue;
                     }
                     for (j = i + 1; j < n; j++)
                     {
                                int temp = *(ptr + i) & *(ptr + j);
                                if(temp > m)
                                {
                                            m = temp;
                                }
                     }
         }
         printf("%d", m);
```

GRAPH:-

}



#include <bits/stdc++.h>

using namespace std;