```
*****/
 1. /*******
                  base conversion by Shadman
    #include <bits/stdc++.h>
    using namespace std;
 3.
 4.
    int main ()
 5.
    {
 6.
          long long int value,remainder,x,i,j,e,numb,base,a,b;
 7.
         char s[10],val[110];
 8.
         vector<long long int>v;
 9.
         while(1)
10.
         { v.clear();
11.
             scanf("%s",&s);
12.
             numb=0;
13.
             base=1;
             if(s[0]=='e')break;
14.
15.
             else if(s[0]=='f')
16.
                a=strlen(s);
17.
18.
                 x=0;
19.
20.
                for(i=5;i<a;i++)</pre>
21.
22.
                     x=x*10;
23.
                     x=x+(s[i]-48);
24.
                 }
25.
                x=x^*-1;
26.
27.
                 scanf("%s",val);
28.
                 if(strlen(val)==1 && val[0]=='0')
29.
30.
                      printf("0\n");
31.
                      continue;
32.
                  }
33.
34.
                 b=strlen(val);
35.
                 //cout<<x<<" "<<value<<endl;</pre>
                 for(i=b-1;i>=0;i--)
36.
37.
         {
38.
             remainder = val[i]-48;
39.
             numb = numb + remainder * base;
40.
             base = base * x;
41.
             value = value / 10;
42.
43.
             //cout<<numb<<" ";</pre>
44.
         printf("%lld", numb);
45.
46.
         printf("\n");
47.
48.
            }
49.
50.
             else if(s[0]='t')
51.
52.
53.
                  a=strlen(s);
54.
55.
                 for(i=3;i<a;i++)</pre>
56.
57.
                     x=x*10;
58.
                     x=x+(s[i]-48);
```

```
59.
60.
                x=x*-1;
61.
                 scanf("%lld",&value);
62.
63.
                 if(value==0)
64.
65.
                      printf("0\n");
66.
                      continue;
67.
                 }
68.
          while (value != 0)
69.
70.
71.
             remainder = value % x;
72.
73.
             value = value / x;
                //cout<<remainder<<" "<<value<<endl;</pre>
74.
75.
             if (remainder < 0)</pre>
76.
             {
77.
                 remainder += abs(x);
78.
                 value += 1;
79.
             }
80.
81.
             v.push_back(remainder);
82.
         }
83.
            e=v.size();
84.
            for(i=e-1;i>=0;i--)
85.
             printf("%lld",v[i]);
86.
87.
            printf("\n");
88.
             }
89.
90.
91.
         }
92.
93.
         return 0;
94. }
```