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1  /***88 segment tree min max ***/
2  #include <bits/stdc++.h>
3  #define mx 100023
4  using namespace std;
5  int arr[mx], arr1[mx];
6  int tree[mx * 3][2];
7  int n;
8  struct hi
9  {
10     int m;
11     int n;
12 } hol[10002]
13
14 bool comp(hi a, hi b)
15 {
16     if (a.m != b.m)
17         return a.m < b.m;
18     return a.n < b.n;
19 }
20 void init(int node, int b, int e)
21 {
22     if (b == e) {
23         tree[node][0] = 1000000;
24         tree[node][1] = -1;
25
26
27
28         return;
29     }
30     int Left = node * 2;
31     int Right = node * 2 + 1;
32     int mid = (b + e) / 2;
33     init(Left, b, mid);
34     init(Right, mid + 1, e);
35     tree[node][0] =
min(tree[Left][0], tree[Right][0]);
36     tree[node][1] =
max(tree[Left][1], tree[Right][1]);
37 }
38 int query(int node, int b, int e, int l, int i, int
j)
39 {
40     if ((i > e || j < b) && l == 2)
41         return 0;
42     if ((i > e || j < b) && l == 1)
43         return 1000000; //????? ??? ??????
44     if (b >= i && e <= j && l == 1)
45         return tree[node][0]; //????????? ????????
46     if (b >= i && e <= j && l == 2)
47         return tree[node][1]; //????????? ????????
48     int Left = node * 2; //????? ??????
49     int Right = node * 2 + 1;
50     int mid = (b + e) / 2;
51     int p1 = query(Left, b, mid, l, i, j);
52     int p2 = query(Right, mid + 1, e, l, i, j);
53     if (l == 1)
54     {
55         res = min(p1, p2);
56     }
57     else
58         res = max(p1, p2);
59     return res;
60
61     //??? ??? ??? ?????? ??????
62 }
63 void update(int node, int b, int e, int i, int

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newvalue)
64 {
65     if (i > e || i < b)
66         return; //????? ??? ?????
67     if (b >= i && e <= i) {
68         tree[node][0]=newvalue;
69         tree[node][1]=newvalue;
70         return;
71     }
72     int Left = node * 2; //???? ????? ???
73     int Right = node * 2 + 1;
74     int mid = (b + e) / 2;
75     update(Left, b, mid, i, newvalue);
76     update(Right, mid + 1, e, i, newvalue);
77     tree[node][0] =
min(tree[Left][0], tree[Right][0]);
78     tree[node][1] =
max(tree[Left][1], tree[Right][1]);
79 }
80 int y[100001][3];
81 map<int, int> m;
82 int main()
83 {
84     int a, b, c, d, e, i, j, p, q;
85     int arr[100001], z[100001];
86
87     cin >> a;
88     for (i = 1; i <= a; i++)
89     {
90         scanf("%d", &arr[i]);
91         hol[i].m = arr[i];
92         hol[i].n = i;
93
94     }
95
96     sort(hol + 1, hol + a + 1, comp);
97
98     for (i = 1; i <= a; i++)
99     {
100         m[i] = hol[i].m;
101         arr[hol[i].n] = i;
102     }
103
104
105     init(1, 1, a);
106
107     update(1, 1, a, arr[1], arr[1]);
108
109     for (i = 2; i <= a; i++)
110     {
111         d = arr[i];
112         p = query(1, 1, a, 2, 1, d);
113         q = query(1, 1, a, 1, d, mx * 3);
114
115         if (p != 0 && y[p][2] == 0)
116         {
117             y[p][2] = 1;
118             z[d] = p;
119
120             update(1, 1, a, d, d);
121             continue;
122         }
123
124     }
125     q = query(1, 1, a, 1, d + 1, a);
126

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127         y[q][1]=1;
128         z[d]=q;
129         update(1,1,a,d,d);
130
131     }
132     for(i=2;i<=a;i++)
133     {
134         printf("%d ",m[z[arr[i]]]);
135     }
136     return 0;
137 }
138 }
```