Competitive Programming Reference

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Data Structures

STL Queue

#include <queue>

```
queue<int> q,p;
q.push(int(111)); //Receives an object copy
q.emplace(111); //Uses the constructor of the object
int val = q.front(); //Acces head element
int val = q.back(); //Access tail element
int sz = q.size();
q.pop();
q.empty();
q.empty();
q.swap(p); //Swap queue contents in O(1)
```

STL Stack

```
#include <stack>
stack<int> s,p;
s.push(int(111)); //Receives an object copy
s.emplace(111); //Uses the constructor of the object
int val = s.top();
int sz = s.size();
s.pop();
s.empty();
s.empty();
s.swap(p); //Swap stack contents in O(1)
```

Extras

Definitions

```
#if defined(_USE_MATH_DEFINES) & !defined(_MATH_DEFINES_DEFINED)
#define MATH DEFINES DEFINED
    // e
    #define M_E
                       2.71828182845904523536
    // log2(e)
    #define M_LOG2E
                           1.44269504088896340736
    // log10(e)
    #define M_LOG10E
                        0.434294481903251827651
    // ln(2)
    #define M_LN2
                         0.693147180559945309417
    // ln(10)
    #define M_LN10
                          2.30258509299404568402
    // pi
    #define M PI
                        3.14159265358979323846
    // pi/2
    #define M PI 2
                         1.57079632679489661923
   // pi/4
    #define M PI 4
                          0.785398163397448309616
    // 1/pi
    #define M_1_PI
                           0.318309886183790671538
    // 2/pi
    #define M_2_PI
                          0.636619772367581343076
    // 2/sqrt(pi)
    #define M_2_SQRTPI
                         1.12837916709551257390
    // sqrt(2)
    #define M_SQRT2
                           1.41421356237309504880
   // 1/sqrt(2)
    #define M_SQRT1_2
                         0.707106781186547524401
#endif
```

Read Data From Files

```
freopen("input.txt", "r", stdin);
freopen("output.txt", "w", stdout);
```

Template

```
#include <bits/stdc++.h>

#define endl "\n"
#define fast_io ios_base::sync_with_stdio(false);cin.tie(NULL);

using namespace std;

typedef long long int lli;
int main(){
    return 0;
}
```

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I met the competitive programming at my university "The Superior School of Computer Sciences of the National Polytechnic Institute", thanks to a club within the school called "algorithmic club", where I met ICPC and loved competitive programming, this group of people at I belong has offered me everything I know now, we always pass all our knowledge to the following generations, and we all contribute to our community to achieve more and more. I will always be grateful to this group of people who changed my life

Special thanks:

