1. Sec1

1.1. T1.

```cpp
#include <bits/stdc++.h>
using namespace std;
#define MAXL (50000>>5)+1
#define GET(x) (mark[x>>5]>>(x&31)&1)
#define SET(x) (mark[x>>5] |= 1<<(x&31))
int mark[MAXL];
int P[50000], Pt = 0;
void sieve() {
    register int i, j, k;
    SET(1);
    int n = 46340;
    for (i = 2; i <= n; i++) {
        if (!GET(i)) {
            for (k = n/i, j = i*k; k >= i; k--, j -= i)
                SET(j);
            P[Pt++] = i;
        }
    }
}
```

1.2. T2.

```cpp
#include <bits/stdc++.h>
using namespace std;
#define MAXL (50000>>5)+1
#define GET(x) (mark[x>>5]>>(x&31)&1)
#define SET(x) (mark[x>>5] |= 1<<(x&31))
int mark[MAXL];
int P[50000], Pt = 0;
void sieve() {
    register int i, j, k;
    SET(1);
    int n = 46340;
    for (i = 2; i <= n; i++) {
        if (!GET(i)) {
            for (k = n/i, j = i*k; k >= i; k--, j -= i)
                SET(j);
            P[Pt++] = i;
        }
    }
}
```

2. Sec2

2.1. T3.

```cpp
#include <bits/stdc++.h>
using namespace std;
#define MAXL (50000>>5)+1
#define GET(x) (mark[x>>5]>>(x&31)&1)
#define SET(x) (mark[x>>5] |= 1<<(x&31))
int mark[MAXL];
int P[50000], Pt = 0;
void sieve() {
    register int i, j, k;
    SET(1);
    int n = 46340;
    for (i = 2; i <= n; i++) {
        if (!GET(i)) {
            for (k = n/i, j = i*k; k >= i; k--, j -= i)
                SET(j);
            P[Pt++] = i;
        }
    }
}
```

2.2. T4.

```cpp
#include <bits/stdc++.h>
using namespace std;
#define MAXL (50000>>5)+1
#define GET(x) (mark[x>>5]>>(x&31)&1)
#define SET(x) (mark[x>>5] |= 1<<(x&31))
int mark[MAXL];
int P[50000], Pt = 0;
void sieve() {
    register int i, j, k;
    SET(1);
    int n = 46340;
    for (i = 2; i <= n; i++) {
        if (!GET(i)) {
            for (k = n/i, j = i*k; k >= i; k--, j -= i)
                SET(j);
            P[Pt++] = i;
        }
    }
}
```