```cpp
const int MAXN = 110;
int tree[4*MAXN];
int v[MAXN];

void build(int idx, int l, int r) {
    if(l==r) {
        tree[idx] = v[l];
    }
    else {
        int m = (l+r)/2;
        build(2*idx,l,m);
        build(2*idx+1,m+1,r);
        tree[idx] = tree[2*idx] + tree[2*idx+1];
    }
}

void update(int p, int val, int idx, int l, int r) {
    if(l==r) {
        tree[idx] = val;
    }
    else {
        int m = (l+r)/2;
        if(p>=l && p<=m) update(p,val,2*idx,l,m);
        else update(p,val,2*idx+1,m+1,r);
        tree[idx] = tree[2*idx] + tree[2*idx+1];
    }
}

int query(int px, int py, int idx, int l, int r) {
    if(py<l || px>r) {
        return 0;
    }
    if(l>=px && r<=py) {
        return tree[idx];
    }
    int m = (l+r)/2;
    int p1 = query(px,py,2*idx,l,m);
    int p2 = query(px,py,2*idx+1,m+1,r);
    return p1+p2;
}
```