Segment Tree - Max

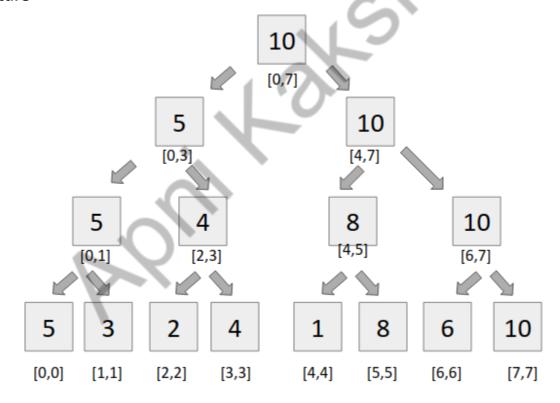
Problem

Build a segment tree with max build, query and update.

Example



Structure



Approach

Building a segment tree

It is very simple to build a segment tree, we use divide and conquer approach to build the segment tree.

Query

For query, we see two types of segments

- <u>Complete overlapping segments</u> When our st Partial overlapping segments and en lies completely in the range [I,r], it is called complete overlapping segment.
- <u>Partial overlapping segments</u> When our st and en does not lie completely in the range [l,r], it is called partial overlapping segment.

Code

```
#include<bits/stdc++.h>
using namespace std;

#define int long long
#define endl "\n"
const int N = 1e5+2, MOD = 1e9+7;

int tree[4*N], a[N];

void build(int node, int st, int en){
   if(st == en){
      tree[node] = a[st];
      return;
   }

   int mid = (st + en)/2;
   build(2*node, st, mid);
   build(2*node+1, mid+1, en);

   tree[node] = max(tree[2*node], tree[2*node+1]);
}
```

```
int query(int node, int st, int en, int l, int r){
   if(1 <= st && en <= r)
       return tree[node];
   int mid = (st + en)/2;
   int q1 = query(2*node, st, mid, 1, r);
   int q2 = query(2*node+1, mid+1, en, l, r);
   return max(q1, q2);
void update(int node, int st, int en, int idx, int val){
   if(st == en) {
       a[st] = val;
       tree[node] = val;
   if(idx <= mid) {</pre>
       update(2*node, st, mid, idx, val);
       update(2*node+1, mid+1, en, idx, val);
   tree[node] = max(tree[2*node], tree[2*node+1]);
signed main(){
   int n,m;
       cin >> a[i];
```

```
build(1,0,n-1);

while(m--){
    int type;
    cin >> type;
    if(type == 1){
        int idx,val;
        cin >> idx >> val;
        update(1,0,n-1,idx,val);
    }
    else{
        int l,r;
        cin >> l >> r;
        int ans = query(1,0,n-1,l,r-1);
        cout << ans << endl;
    }
}
return 0;
}</pre>
```