Index

→ STL Useful Tips

→ I/O

```
getline(cin, str) // wasted getline
getline(cin, str) // real input string
ios_base::sync_with_stdio(false),
cin.tie(nullptr), cout.tie(nullptr);
```

→ String

```
unsigned int find(const string &s2, unsigned
int pos1 = 0);
unsigned int rfind(const string &s2, unsigned
int pos1 = end);
unsigned int find_first_of(const string &s2,
unsigned int pos1 = 0);
unsigned int find_last_of(const string &s2,
unsigned int pos1 = end);
unsigned int find_first_not_of(const string
&s2, unsigned int pos1 = 0);
unsigned int find_last_not_of(const string
&s2, unsigned int pos1 = end);
// Insert, Erase, Replace
string& insert(unsigned int pos1, const
string &s2);
string& insert(unsigned int pos1, unsigned
int repetitions, char c);
string& erase(unsigned int pos = 0, unsigned
int len = npos);
string& replace(unsigned int pos1, unsigned
int len1, const string &s2);
string& replace(unsigned int pos1, unsigned
int len1, unsigned int repetitions, char c);
// String streams
stringstream s1;int i = 22;
s1 << "Hello world! " << i;
cout << s1.str() << endl;
```

→ Sort

```
void stable_sort(iterator first, iterator
last);
void stable_sort(iterator first, iterator
last, LessThanFunction comp);
void partial_sort(iterator first, iterator
middle, iterator last);
void partial_sort(iterator first, iterator
middle, iterator last, LessThanFunction
comp);
bool is_sorted(iterator first, iterator
last);
bool is_sorted(iterator first, iterator last,
LessThanOrEqualFunction comp);
/** sort a map **/
// You cannot directly sort a map<key type,
mapped data type>
// if you only want to sort in key type
// you can use insert method to copy map into
another map
// b.insert(make_pair(it->first, it->second)
/* it is a map iterator */
// this will result a map which sorts key
type in increasing order
// if you want to sort key type in decreasing
order, then declare your map as
// something like:
// map<char, int, greater<char> >
// if you want to sort based on key, you need
to copy the data to a vector
// where elements of vector are pair.
// you can define a PAIR type by using:
   typedef pair<char, int> PAIR;
// suppose this is the map
   map<char, int> a;
// sort vector in decreasing order
   bool cmp_by_value(const PAIR& lhs, const
PAIR& rhs){
    return lhs.second > rhs.second;
}
// sort key in increasing order
bool cmp_by_char(const PAIR& lhs, const PAIR&
rhs){
    return lhs.first < rhs.first;
}
// copy map data to vector
vector<PAIR> b(a.begin(), a.end());
// sort data
sort(b.begin(), b.end(), cmp_by_value);
// you can still call your data by b[i].first
and b[i].second.
// THE ABOVE CODES ARE EXAMPLE FOR SORTING A
MAP.
// PLEASE USE IT FOR YOUR OWN DEMANDS.
```

→ Permutations

```
bool next_permutation(iterator first,
iterator last, LessThanOrEqualFunction comp);
bool prev_permutation(iterator first,
iterator last);
bool prev_permutation(iterator first,
iterator last, LessThanOrEqualFunction comp);
```

→ Searching

```
// will return address of iterator, call
result as *iterator;
iterator find(iterator first, iterator last,
const T &value);
iterator find_if(iterator first, iterator
last, const T &value, TestFunction test);
bool binary_search(iterator first, iterator
last, const T &value);
bool binary_search(iterator first, iterator
last, const T &value, LessThanOrEqualFunction
comp);
```

→ Random algorithm

```
#define accuracy
chrono::steady_clock::now().time_since_epoch(
).count()

mt19937 rng(accuracy);
int rand(int l, int r) {
   uniform_int_distribution<int> ludo(l, r);
   return ludo(rng);
}
.
```

1 Mathematics

1.1 Area Formulas

Rectangle: $Area = length \times width$
Square: $Area = side \times side$
Triangle: $Area = \frac{1}{2} \times base \times height$
Circle: $Area = \pi \times radius^2$
Parallelogram: $Area = base \times height$
Pyramid Base: $Area = \frac{1}{2} \times base \times slant\ height$

1.2 Perimeter Formulas

Rectangle: $Perimeter = 2 \times (length + width)$
Square: $Perimeter = 4 \times side$
Triangle: $Perimeter = sum\ of\ all\ sides$
Circle: $Circumference = 2 \times \pi \times radius$

1.3 Volume Formulas

Cube: $Volume = side^3$
Rect Prism: $Volume = length \times width \times height$
Cylinder: $Volume = \pi \times radius^2 \times height$
Sphere: $Volume = \frac{4}{3} \times \pi \times radius^3$
Pyramid: $Volume = \frac{1}{3} \times base\ area \times height$

1.4 Surface Area Formulas

Cube: $Surface\ Area = 6 \times side^2$
Rectangular Prism:
Surface Area = 2 × (length × width + length × height + width × height)
Cylinder:
Surface Area = 2 × π × radius × (radius + height)
Sphere: $Surface\ Area = 4 \times \pi \times radius^2$
Pyramid:
Surface Area = base area + $\frac{1}{2}$ *× perimeter of base × slant height*
Triangles
Side lengths: a, b, c
Semiperimeter: $p = \frac{a+b+c}{2}$
Area: A = $\sqrt{(p(p-a)(p-b)(p-c))}$
Circumradius: $R = \frac{abc}{4A}$
Inradius: $r = \frac{A}{p}$
Length of median (divides triangle into two equal-area triangles):
$ma = \frac{1}{2} * \sqrt{2b^2 + 2c^2 - a^2}$
Length of bisector (divides angles in two):

$$sa = \sqrt{\frac{bc}{1 - (\frac{a}{b+c})^2}}$$

1.5 Trigonometry

Law of sines: $sin\frac{\alpha}{a} = sin\frac{\beta}{b} = sin\frac{\gamma}{c} = \frac{1}{2R}$
Law of cosines: $a^2 = b^2 + c^2 - 2bc\cos\alpha$
Law of tangents: $\frac{a+b}{a-b} = \frac{tan\frac{\alpha+\beta}{2}}{tan\frac{\alpha-\beta}{2}}$

$sin(A + B) = sin A cos B + cos A sin B$
$cos(A + B) = cos A cos B - sin A sin B$
$sin(A - B) = sin A cos B - cos A sin B$
$cos(A - B) = cos A cos B + sin A sin B$
$tan(A + B) = \frac{(tan A + tan B)}{(1 - tan A tan B)}$
$tan(A - B) = \frac{(tan A - tan B)}{(1 + tan A tan B)}$

Double Angle and Half Angle Formulas:
sin 2θ = 2 sin θ cosθ

$cos 2\theta = cos^2\theta - sin^2\theta$
$tan 2\theta = \frac{(2 tan\theta)}{(1 - tan\text{^}2\theta)}$
$sin(\frac{\theta}{2}) = \pm\sqrt{\frac{1-cos\theta}{2}}$
$cos(\frac{\theta}{2}) = \pm\sqrt{\frac{1+cos\theta}{2}}$
$tan(\frac{\theta}{2}) = \frac{(1-cos\theta)}{sin\theta}$
$sin(r + w) = sin r cos w + cos r sin w$
$cos(r + w) = cos r cos w - sin r sin w$

$tan(r + w) = \frac{(tan r + tan w)}{(1 - tan r tan w)}$

$sin r + sin w = 2 sin(\frac{r+w}{2}) cos(\frac{r-w}{2})$
$cos r + cos w = 2 cos(\frac{r+w}{2}) cos(\frac{r-w}{2})$

$(V + W) tan(\frac{r-w}{2}) = (V - W) tan(\frac{r+w}{2})$
where V, W are lengths of sides opposite angles r, w.

$a cos x + b sin x = r cos(x - \varphi)$
$a sin x - b cos x = r sin(x - \varphi)$

where $r = \sqrt{a^2 + b^2}$, $\varphi = atan2(b, a)$

1.6 Sum

$c^k + c^{k+1} + \ldots + c^n = c^{n+1} - c^k$
// (c - 1) for c ≠ 1
$1 + 2 + 3 + \ldots + n = \frac{n*(n+1)}{2}$
$1^2 + 2^2 + \ldots + n^2 = \frac{n*(n+1)*(2n+1)}{6}$
$1^3 + 2^3 + \ldots + n^3 = \frac{n^2*(n+1)^2}{4}$
$1^4 + 2^4 + \ldots + n^4 = \frac{n*(n+1)*(2n+1)*(3n^2+3n-1)}{30}$

2 Number Theory

2.1 Prime number under 1000

```
2   3   5   7   11  13  17  19  23  29  31 37
41  43  47  53  59  61  67  71  73  79 83  89
97  101 103 107 109 113 127 131 137 139 149
151 157 163 167 173 179 181 191 193 197 199
211 223 227 229 233 239 241 251 257 263 269
271 277 281 283 293 307 311 313 317 331 337
347 349 353 359 367 373 379 383 389 397 401
409 419 421 431 433 439 443 449 457 461 463
467 479 487 491 499 503 509 521 523 541 547
557 563 569 571 577 587 593 599 601 607 613
617 619 631 641 643 647 653 659 661 673 677
683 691 701 709 719 727 733 739 743 751 757
761 769 773 787 797 809 811 821 823 827 829
839 853 857 859 863 877 881 883 887 907 911
919 929 937 941 947 953 967 971 977 983 991
997
```

2.2 Divisor Count

```
int maxVal = 1e6 + 1;
vector<int> countDivisor(maxVal, 0);
void countingDivisor(){
    for (int i = 1; i < maxVal; i++)
        for(int j= i; j<maxVal;j+= i)
            countDivisor[j]++;
}
// count the number of divisors of a number.
```

2.3 Leap year

```
bool isLeap(int n){
    if (n%100==0)
        if (n%400==0) return true;
        else return false;
    if (n%4==0) return true;
    else return false;
}
```

2.4 Num of Leap year in between

```
int calNum(int year) {
return (year / 4) - (year / 100) +
 (year / 400);
}
int leapNum(int l, int r) {
      l--;
      return calNum(r) - calNum(l);
}
```

2.5 Power

```
int x = (int)(pow(base, power) + 1e-18);
```

2.6 BINARY EXPONENTIATION: (a^b)

```
int binaryExp(int base, int power, int MOD =
mod) {
    int res = 1;
    while (power) {
        if (power & 1)
            res = (res * base) % MOD;
        base = ((base%MOD)*(base%MOD))%MOD;
        power /= 2;
    }
    return res;
}
```

2.7 BINARY EXPONENTIATION: (a^b^c)

```
int binaryExp(int base, int power, int
modulo){
    int ans = 1;
    while (power){
        if (power % 2 == 1)
            ans = (ans * base) % modulo;
        base = (base * base) % modulo;
        power /= 2;
    }
    return ans;
}
//function call:
binaryExp(a, binaryExp(b, c, mod-1), mod)
```

2.8 Check is prime number-O(sqrt(n))

```
bool prime(int n){
    if (n<2) return false;
    if (n<=3) return true;
    if (!(n%2) || !(n%3)) return false;
    for (int i=5; i*i<=n; i+=6){
        if (!(n%i) || !(n%(i+2)))
            return false;
    }
    return true;
}
```

2.9 Prime factorization-O(sqrt(n))

```
// smallest prime factor of a number.
int factor(int n){
    int a;
    if (n%2==0)
        return 2;
    for (a=3; a<=sqrt(n); a+=2){
        if (n%a==0)
            return a;
    }
    return n;
}
// complete factorization
int r;
while (n>1){
    r = factor(n);
    printf("%d", r);
    n /= r;
}
```

2.10 Seive

```
int prime[2e7 + 5];
void sieve(int n) {
    for (int i = 2; i <= n; i++) {
        prime[i] = 1;
    }
    for (int i = 4; i <= n; i += 2) {
        prime[i] = 0;
    }
    for (int i = 3; i * i <= n; i++) {
        if (prime[i]) {
            for (int j=i*i;j<=n;j+=i*2)
                prime[j] = 0;
        }
    }
}
```

2.11 smallest number in Seive

```
int factor[1000005];
// It will store the smallest prime factor of
a number.
void primeFactorSeive(int n) {
    for (int i = 2; i <= n; i++) {
        if (factor[i] == 0) {
            for (int j=i; j<=n; j+=i) {
                if (factor[j] == 0)
                    factor[j] = i;
            }
        }
    }
}
```

2.12 Bitwise Seive(memory efficient)

```
const int N = 3125005;
int prime[3125005];
bool is_set(int n, int pos) {
    if (n & (1 << pos))
        return true;
    return false;
}
int set_bit(int n, int pos) {
    return (n | (1 << pos));
}
void sieve() {
    for (int i = 0; i < 3125005; i++)
        prime[i] = 0;
    prime[0] = set_bit(0, 0);
    prime[0] = set_bit(prime[0], 1);
    for (int i = 4; i <= N; i += 2) {
      prime[i/32]=set_bit(prime[i/32],i%32);
    }
    for (int i = 3; i * i <= N; i += 2) {
        if (!is_set(prime[i/32],i%32)) {
            for (int j=i*i; j<=N; j+=2*i) {
                prime[j / 32] =
            set_bit(prime[j / 32], j % 32);
            }
        }
    }
}
bool isPrime(int n) {
    if (!is_set(prime[n / 32], n % 32))
        return true;
    return false;
}

void solve() {
    for (int i = 2; i < 100; i++) {
        if (isPrime(i)) {
            cout << i << " -> OK!" << endl;
        }
    }
}
```

2.12 nth prime number

```
// Time complexity O(log(logn))
vector<int> nth_prime;
const int MX = 86200005;
bitset<MX> visited;
void optimized_prime(){
    nth_prime.push_back(2);
    for(int i=3; i<MX; i+=2){
            if(visited[i])
                continue;
            nth_prime.push_back(i);
            if(1ll*i*i > MX)
                continue;
            for(int j = i*i; j< MX; j+= i+i)
                visited[j] = true;
    }
}
```

2.13 Modular Operation

Addition:

```
int mod_add(int a, int b, int MOD = mod){
    a = a % MOD, b = b % MOD;
    return (((a + b) % MOD) + MOD) % MOD;
}
```

Subtraction:

```
int mod_sub(int a, int b, int MOD = mod){
    a = a % MOD, b = b % MOD;
    return (((a - b) % MOD) + MOD) % MOD;
}
```

Multiplication:

```
int mod_mul(int a, int b, int MOD = mod){
    a = a % MOD, b = b % MOD;
    return (((a * b) % MOD) + MOD) % MOD;
}
```

Division:

```
//call binary Exponential Function here.
int mminvprime(int a, int b) { return
binaryExp(a, b - 2, b); }
//call modular multiplication here.
int mod_div(int a, int b, int MOD = mod) {
    a = a % MOD, b = b % MOD;
    return (mod_mul(a, mminvprime(b, MOD),
MOD) + MOD) % MOD;
}
 //only for prime MOD
```

2.16 Factorial mod

```
//n! mod p : Here P is mod value
//For binaryExp we call 1.6 function
int factmod (int n, int p)
{
    int res = 1;
    while (n > 1){
        res=(res*binaryExp(p-1,n/p,p))%p;
        for (int i=2; i<=n%p; ++i)
            res=(res*i) %p;
            n /= p;
    }
    return int (res % p);
}
```

2.14 nCr(more space, less time)

```
int mod = 1e9 + 7;
const int MAX = 1e7 + 5;
vector<int> fact(MAX), ifact(MAX), inv(MAX);
void factorial() {
    inv[1] = fact[0] = ifact[0] = 1;
    for (int i = 2; i < MAX; i++)
        inv[i]=inv[mod%i]*(mod-mod/i)%mod;
    for (int i = 1; i < MAX; i++)
        fact[i] = (fact[i - 1] * i) % mod;
    for (int i = 1; i < MAX; i++)
        ifact[i]=ifact[i-1]*inv[i] % mod;
}

int nCr(int n, int r) {
    if (r < 0 || r > n)
        return 0;
    return (int)fact[n] * ifact[r] % mod *
ifact[n - r] % mod;
}
// first call factorial() function
// then for nCr just call nCr(n,r)
```

2.15 nCr(less space, more time)

```
const int MOD = 1e9 + 7;
const int MAX = 1e7+10;
vector<int> fact(MAX), inv(MAX);
void factorial(){
    fact[0] = 1;
    for (int i = 1; i < MAX; i++)
        fact[i] = (i * fact[i - 1]) % MOD;
}

int bigmod(int a, int n, int M = MOD){
    int res = 1;
    while (n){
        if (n & 1)
            res = (res * a) % M;
        a = (a * a) % M, n /= 2;
    }
    return res;
}

void inverse(){
    for (int i = 0; i < MAX; ++i)
        inv[i] = bigmod(fact[i], MOD - 2);
}

int nCr(int a, int b){
    if (a < b or a < 0 or b < 0)
        return 0;
    int de = (inv[b] * inv[a - b]) % MOD;
    return (fact[a] * de) % MOD;
}
// nCr ends here
int ModInv(int a, int M){
    return bigmod(a, M - 2, M);
}
```

2.17 Generate combinations

```
// n>=m, choose M numbers from 1 to N.
void combination(int n, int m){
    if (n<m) return ;
    int a[50]= {0};
    int k=0;
    for (int i=1; i<=m; i++) a[i]=i;
    while (true){
        for (int i=1; i<=m; i++)
            cout << a[i] << " ";
        cout << endl;
        k=m;
        while ((k>0) && (n-a[k]==m-k)) k--;
        if (k==0) break;
        a[k]++;
        for (int i=k+1; i<=m; i++)
            a[i]=a[i-1]+1;
    }
}
```

2.18 Binomial coefficient

```
#define MAXN 100 // largest n or m
long binomial_coefficient(n,m)
// compute n choose m
{
    int i,j;
    long bc[MAXN][MAXN];
    for (i=0; i<=n; i++) bc[i][0] = 1;
    for (j=0; j<=n; j++) bc[j][j] = 1;
    for (i=1; i<=n; i++)
       for (j=1; j<i; j++)
          bc[i][j]=bc[i-1][j-1]+ bc[i-1][j];
    return bc[n][m];
}
```

2.19 10-ary to m-ary

```
char a[16]={'0','1','2','3','4','5','6','7',
           '8','9','A','B','C','D','E','F'};
string tenToM(int n, int m){
    int temp=n;
    string result="";
    while (temp!=0){
        result=a[temp%m]+result;
        temp/=m;
    }
    return result;
}
```

2.20 m-ary to 10-ary

```
string num = "0123456789ABCDE";
int mToTen(string n, int m){
    int multi=1;
    int result=0;
    for (int i=n.size()-1; i>=0; i--)    {
        result += num.find(n[i])*multi;
        multi*=m;
    }
    return result;
}
```

2.21 Catalan numbers

```
Cn =
    nX-1
    k=0
      CkCn-1-k =
          1
          n + 1
          n
          k

          (1)
          The first terms of this sequence
are 2, 5, 14, 42, 132, 429, 1430 when C0 = 1.
This is the number of ways to build a
balanced
                  formula from n sets of left
and right parentheses. It is also the number
of triangulations of a convex polygon, the
number of
    rooted binary trees on n + 1 leaves and
the number of paths across a lattice which do
not rise above the main diagonal.
```

2.22 Euler's totient function

```
// the positive integers less than or equal
to n that are relatively prime to n.
int phi (int n){
    int result = n;
    for (int i=2; i*i<=n; ++i)
        if(n %i==0){
            while(n %i==0)
                n /= i;
            result -= result / i;
        }
    if (n > 1)
        result -= result / n;
    return result;
}
```

2.23 EXT_GCD

```
// return {x,y} such that ax+by=gcd(a,b)
pair<int,int>ext_gcd(int a, int b){
    if (b == 0)
        return {1, 0};
    else{
        pair<int,int> tmp=ext_gcd(b, a % b);
        return {tmp.second,
          tmp.first - (a / b) * tmp.second};
    }
}
```

2.24 Power Set

```
void printPowerSet(char* set, int setSz) {
    // Setsize of power set of a set with
    // setsize. n is (2^n-1)
    unsigned int powSetSz = pow(2, setSz);
    int i, j; // i as counter
    // Run from i 000..0 to 111..1
    for (i = 0; i < powSetSz; i++) {
        for (j = 0; j < setSz; j++) {
    //Check if jth bit in the counter is set
    //If set then print jth element from set
            if (i & (1 << j))
                cout << set[j];
        }
        cout << endl;
    }
}
```

2.25 Bitset DS

```
    bitset<2>arr;
    arr[0]=1, arr[1]=0;
cout<<arr<<endl<<endl; ///01
/// int to binary/bitset and vise-versa
    bitset<4>a(8) ;
    cout<<a<<endl;    ///1000
    int n=(int)a.to_ulong();
    cout<<n<<endl<<endl;    ///8 (back into
int)
/// string to bitset
    string str="1010110100";
    bitset<10>b(str); cout<<b[0]<<"
"<<b[2]<<endl;  ///0  1
    string new_str=b.to_string();
cout<<new_str<<endl; ///1010110100
///count the no of Ones
    cout<<b.count()<<endl<<endl;
///basic operations
    bitset<4>a1(string("0101"));
    bitset<4>b1(string("1010"));
    cout<<(a1 & b1)<<endl;
    cout<<(b1<<1)<<endl<<endl;
/// streams in bitset
    string str1="10 101101 10";
    istringstream stream(str1);
    bitset<2>s1; bitset<6>s2;
    stream>>s1; cout<<s1<<endl;   ///10
    stream>>s2; cout<<s2<<endl<<endl;
///101101

///check if any bit is set
    bitset<4>a2(string("1101"));
cout<<a2.any()<<endl;  ///true

///check if none of the bits is set
    cout<<a2.none()<<endl;  ///false  ///is
none or not

///check if all bits is set
    bitset<3>a3(string("111"));
cout<<a3.all()<<endl<<endl;

///flip all or any particular bit
    cout<<a3.flip()<<endl;
    cout<<a3.flip(2)<<endl;
    cout<<a3.flip(1)<<endl<<endl;

///Reset all or any particular bit
    cout<<a3.reset(1)<<endl;  a3.reset();
    cout<<a3<<endl<<endl;

///Set all or any particular bit
    cout<<a3.set(1)<<endl;
cout<<a3.set()<<endl<<endl;
```

3 Algorithms

3.1 Find rank k in array

```
int find(int l, int r, int k){
    int i=0,j=0,x=0,t=0;
    if (l==r) return a[l];
    x=a[(l+r)/2];
    t=a[x];
    a[x]=a[r];
    a[r]=t;
    i=l-1;
    for (int j=l; j<=r-1; j++)
        if (a[j]<=a[r]){
            i++;
            t=a[i];
            a[i]=a[j];
            a[j]=t;
        }
    i++;
    t=a[i];
    a[i]=a[r];
    a[r]=t;
    if (i==k) return a[i];
    if (i<k) return find(i+1, r,k);
    return find(l, i-1, k);
}
```

3.2 KMP Algorithm-O(n+m)

```
vector<int> createLPS(string pattern) {
    int n = pattern.length(), idx = 0;
    vector<int> lps(n);
    for (int i = 1; i < n;) {
        if (pattern[idx] == pattern[i]) {
            lps[i] = idx + 1;
            idx++, i++;
        }
        else {
            if (idx != 0)
                idx = lps[idx - 1];
            else
                lps[i] = idx, i++;
        }
    }
    return lps;
}
int kmp(string text, string pattern) {
    int cnt_of_match = 0, i = 0, j = 0;
    vector<int> lps = createLPS(pattern);
    while (i < text.length()) {
        if (text[i] == pattern[j])
            i++, j++;// i->text,j->pattern
        else {
            if (j != 0)
                j = lps[j - 1];
            else
                i++;
        }
        if (j == pattern.length()) {
            cnt_of_match++;
            // the index where match found ->
(i - pattern.length());
            j = lps[j - 1];
        }
    }
    return cnt_of_match;
}
```

3.3 InfixToPostFix

```
int prec(char c) {
    if (c == '^')
        return 3;
    else if (c == '*' || c == '/')
        return 2;
    else if (c == '+' || c == '-')
        return 1;
    else
        return -1;
    // for open brackets. coz we have to pop
    // until we find an opening bracket.
}
string infixtopostfix(string s) {
    stack<char> st;
    string res = "";
    for (int i = 0; i < s.length(); i++) {
        if ((s[i] >= 'a' && s[i] <= 'z') ||
             (s[i] >= 'A' && s[i] <= 'Z')){
            res = res + s[i];
        }
        else if (s[i] == '(')
            st.push(s[i]);
        else if (s[i] == ')') {
           while(st.size()&&st.top()!= '('){
                res = res + st.top();
                st.pop();
            }
            if (!st.empty())
                st.pop();
        }
        else {
            while (!st.empty() &&
            prec(st.top()) > prec(s[i])) {
                res = res + st.top();
                st.pop();
            }
            st.push(s[i]);
        }
    }
    while (!st.empty()) {
        res = res + st.top();
        st.pop();
    }
    return res;
}
```

3.4 Postfix calculation

```
float scanNum(char ch) {
    int value = ch;
    return float(value - '0');
    // return float from character
}
int isOperator(char ch) {
    // Check for operator
    if (ch == '+' || ch == '-' || ch == '*'
        || ch == '/' || ch == '^')
        return 1;
    return -1;
}
int isOperand(char ch) {
    // Check for operand
    if (ch >= '0' && ch <= '9')
        return 1;
    return -1;
}
```

```
float operation(int a, int b, char op) {
    // Perform operation
    if (op == '+')
        return b + a;
    else if (op == '-')
        return b - a;
    else if (op == '*')
        return b * a;
    else if (op == '/')
        return b / a;
    else if (op == '^')
        return pow(b, a);  // find b^a
    else
        return INT_MIN;
}
float postfixEval(string postfix) {
    int a, b;
    stack<float> stk;
    string::iterator it;
    for (it = postfix.begin(); it !=
         postfix.end(); it++) {
        if (isOperator(*it) != -1) {
            a = stk.top();
            stk.pop();
            b = stk.top();
            stk.pop();
            stk.push(operation(a, b, *it));
        }
        else if (isOperand(*it) > 0) {
            stk.push(scanNum(*it));
        }
    }
    return stk.top();
}
```

3.5 2D prefix sum

```
class NumMatrix {
    int row, col;
    vector<vector<int>> sums;
public:
    NumMatrix(vector<vector<int>> &matrix) {
        row = matrix.size();
        col = row>0 ? matrix[0].size() : 0;
        sums = vector<vector<int>>(row+1,
               vector<int>(col+1, 0));
        for(int i=1; i<=row; i++) {
            for(int j=1; j<=col; j++) {
                sums[i][j] =
                matrix[i-1][j-1] +
                sums[i-1][j] +
                sums[i][j-1] -
                sums[i-1][j-1] ;
            }
        }
    }

    int sumRegion(int row1, int col1,
                  int row2, int col2) {
              return sums[row2+1][col2+1] -
              sums[row2+1][col1] -
              sums[row1][col2+1] +
              sums[row1][col1];
    }
};
```

4 Data Structure

4.1 SEGMENT_TREE

```
class SEGMENT_TREE {
   public:
    vector<int> v;
    vector<int> seg;
    SEGMENT_TREE(int n) {
        v.resize(n + 5);
        seg.resize(4 * n + 5);
    }
    //! initially: ti = 1, low = 1, high = n
       (number of elements in the array);
    void build(int ti, int low, int high) {
        if (low == high) {
            seg[ti] = v[low];
            return;
        }
        int mid = (low + high) / 2;
        build(2 * ti, low, mid);
        build(2 * ti + 1, mid + 1, high);
        seg[ti] = (seg[2*ti]+seg[2*ti+1]);
    }
    //! initially: ti = 1, low = 1, high = n
       (number of elements in the array),
       (ql & qr)=user input in 1 based index;
    int find(int ti, int tl, int tr, int ql,
             int qr) {
        if (tl > qr || tr < ql) {
            return 0;
        }
        if (tl >= ql and tr <= qr)
            return seg[ti];
        int mid = (tl + tr) / 2;
        int l = find(2*ti, tl, mid, ql, qr);
        int r = find(2*ti+1,mid+1,tr,ql,qr);
        return (l + r);
    }
    //! initially: ti = 1, tl = 1, tr = n
       (number of elements in the array),
       id = user input in 1 based indexing,
       val = updated value;
    void update(int ti, int tl, int tr, int
                id, int val) {
        if (id > tr or id < tl)
            return;
        if (id == tr and id == tl) {
            seg[ti] = val;
            return;
        }
        int mid = (tl + tr) / 2;
        update(2 * ti, tl, mid, id, val);
        update(2*ti+1,mid + 1, tr, id, val);
        seg[ti] = (seg[2*ti]+seg[2*ti + 1]);
    }
};
// use 1 based indexing for input and queries
and update;
```

4.2 FENWICK TREE

```
// Sum
struct FenwickTree {
    vector<int> bit;  // binary indexed tree
    int n;
    FenwickTree(int n) {
        this->n = n;
        bit.assign(n, 0);
    }
    FenwickTree(vector<int>a):
                  FenwickTree(a.size()) {
        for (size_t i=0; i < a.size(); i++)
            add(i, a[i]);
    }
    int sum(int r) {
        int ret = 0;
        for (; r >= 0; r = (r&(r + 1)) - 1)
            ret += bit[r];
        return ret;
    }
    int sum(int l, int r) {
        return sum(r) - sum(l - 1);
    }
    void add(int idx, int delta) {
        for (; idx<n; idx = idx | (idx + 1))
            bit[idx] += delta;
    }
};

// minimum
struct FenwickTreeMin {
    vector<int> bit;
    int n;
    const int INF = (int)1e9;
    FenwickTreeMin(int n) {
        this->n = n;
        bit.assign(n, INF);
    }
    FenwickTreeMin(vector<int> a) :
                  FenwickTreeMin(a.size()) {
        for (size_t i=0; i < a.size(); i++)
            update(i, a[i]);
    }
    int getmin(int r) {
        int ret = INF;
        for (; r>=0; r = (r & (r + 1)) - 1)
            ret = min(ret, bit[r]);
        return ret;
    }
    void update(int idx, int val) {
        for (; idx<n; idx = idx | (idx + 1))
            bit[idx] = min(bit[idx], val);
    }
};
```

4.3 SEGMENT TREE LAZY

```
const int N = 1e5 + 100;
int tree[N << 2], lz[N << 2];
void propagate(int u, int st, int en) {
    if (!lz[u])
        return;
    tree[u] += lz[u] * (en - st + 1);
    if (st != en) {
        lz[2 * u] += lz[u];
        lz[2 * u + 1] += lz[u];
    }
    lz[u] = 0;
}
void update(int u, int st, int en, int l,
            int r, int x) {
    propagate(u, st, en);
    if (r < st or en < l)
        return;
    else if (st >= l and en <= r) {
        lz[u] += x;
        propagate(u, st, en);
    }
    else {
        int mid = (st + en) >> 1;
        update(2 * u, st, mid, l, r, x);
        update(2*u + 1, mid+1, en, l, r, x);
        tree[u] = tree[2*u]+tree[2*u+1];
    }
}
int query(int u,int st,int en,int l,int r){
    propagate(u, st, en);
    if (r < st or en < l)
        return 0;
    else if (st >= l and en <= r)
        return tree[u];
    else {
        int mid = (st + en) >> 1;
        int left=query(2*u, st, mid, l, r);
        int right=query(2*u+1,mid+1,en,l,r);
        return left + right;
    }
}
```

4.5 TRIE

```
class TrieNode {
   public:
    int isEnd;
    TrieNode *child[26];
    TrieNode() {
        isEnd = 0;
        for (int i = 0; i < 26; i++)
            child[i] = NULL;
    }
};
class Trie {
    TrieNode *root;

   public:
    Trie() : root(new TrieNode()) {}
    void insert(string word) {
        TrieNode *curr = root;
        for (char ch : word) {
            if(curr->child[ch-'a'] == NULL)
                curr->child[ch - 'a'] =
                    new TrieNode();
            curr = curr->child[ch - 'a'];
        }
        curr->isEnd++;
    }
    bool search(string word) {
        TrieNode *curr = root;
        for (char ch : word) {
            if(curr->child[ch-'a'] == NULL)
                return false;
            curr = curr->child[ch - 'a'];
        }
        return curr->isEnd;
    }
    bool startsWith(string prefix) {
        TrieNode *curr = root;
```

```
        for (char ch : prefix) {
            if (curr->child[ch-'a']==NULL)
                return false;
            curr = curr->child[ch - 'a'];
        }
        return true;
    }
    bool isJunc(TrieNode *curr) {
        for (int i = 0; i < 26; i++) {
            if (curr->child[i] != NULL)
                return true;
        }
        return false;
    }
    // 1 means junction delete kore asche
    bool dlt(string s, int idx,
             TrieNode *curr) {
        if (idx >= s.size())
            return 0;
        if (idx == s.size() - 1) {
           if (isJunc(curr->child[s[idx] -
                                  'a'])) {
                curr->child[s[idx] -
                            'a']->isEnd = 0;
                return false;
           }
           else {
             delete curr->child[s[idx]-'a'];
             curr->child[s[idx]-'a']= NULL;
                return true;
           }
        }
        bool res = dlt(s, idx + 1,
                 curr->child[s[idx] - 'a']);
        if (res) {
         if(isJunc(curr->child[s[idx]-'a']))
              return false;
         else if (!curr->child[s[idx] -
                   'a']->isEnd) {
             delete curr->child[s[idx]-'a'];
             curr->child[s[idx]-'a']=NULL;
             return true;
           }
        }
        return false;
    }
    bool dlt(string s) {
        if (search(s)) {
            dlt(s, 0, root);
            return true;
        }
        return false;
    }
   void print(string start, TrieNode *curr){
        if (curr->isEnd)
            cout << start << endl;
        for (int i = 0; i < 26; i++) {
            if (curr->child[i] != NULL) {
               start.push_back(i + 'a');
               print(start, curr->child[i]);
               start.pop_back();
            }
        }
    }
    void print() { print("", root); }
};
```

4.6 DSU

```
class DisjointSet{
    vector<int> par, sz, minElmt, maxElmt,
cntElmt;

   public:
    DisjointSet(int n){
        par.resize(n + 1);
        sz.resize(n + 1, 1);
        minElmt.resize(n + 1);
        maxElmt.resize(n + 1);
        cntElmt.resize(n + 1, 1);
        for (int i = 1; i <= n; i++)
            par[i]=minElmt[i]=maxElmt[i]=i;
    }
    int findUPar(int u) {
        if (u == par[u])
            return u;
        return par[u] = findUPar(par[u]);
    }
    void unionBySize(int u, int v){
        int pU = findUPar(u);
        int pV = findUPar(v);
        if (pU == pV)
            return;
        if (sz[pU] < sz[pV])
            swap(pU, pV);
        par[pV] = pU;
        sz[pU] += sz[pV];
        cntElmt[pU] += cntElmt[pV];
        minElmt[pU] = min(minElmt[pU],
                          minElmt[pV]);
        maxElmt[pU] = max(maxElmt[pU],
                          maxElmt[pV]);
    }
    int getMinElementIntheSet(int u){
        return minElmt[findUPar(u)];
    }
    int getMaxElementIntheSet(int u){
        return maxElmt[findUPar(u)];
    }
    int getNumofElementIntheSet(int u){
        return cntElmt[findUPar(u)];
    }
};
```

4.7 Policy Based Data Structure

```
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
using namespace __gnu_pbds;


template <typename T> using o_set = tree<T,
null_type, less<T>, rb_tree_tag,
tree_order_statistics_node_update>;


// find_by_order(k) - returns an iterator to
// the k-th largest element (0 indexed);
// order_of_key(k)-the number of elements in
// the set that are strictly smaller than k;
```

5 Dynamic Programming

5.1 LCS O(n*m)

```
int dp[1001][1001];
int lcs(const string &s, const string &t){
    int m = s.size(), n = t.size();
    if (m == 0 || n == 0) return 0;
    for (int i=0; i<=m; ++i)
        dp[i][0] = 0;
    for (int j=1; j<=n; ++j)
        dp[0][j] = 0;
    for (int i=0; i<m; ++i)
        for (int j=0; j<n; ++j)
            if (s[i] == t[j])
                dp[i+1][j+1] = dp[i][j]+1;
            else
                dp[i+1][j+1]=
                 max(dp[i+1][j], dp[i][j+1]);
    return dp[m][n];
}
```

5.2 MCM O(n^3)

```
const int N = 1005;
vector<int> v;
int dp[N][N], mark[N][N];
int MCM(int i, int j) {
    if (i == j)
        return dp[i][j] = 0;
    if (dp[i][j] != -1)
        return dp[i][j];
    int mn = INT_MAX;
    for (int k = i; k < j; k++) {
        int x = mn;
        mn = min(mn, MCM(i, k) + MCM(k + 1,
j) + v[i - 1] * v[k] * v[j]);
        if (x != mn)
            mark[i][j] = k;
    }
    return dp[i][j] = mn;
}

void print_order(int i, int j) {
    if (i == j)
        cout << "X" << i;
    else {
        cout << "(";
        print_order(i, mark[i][j]);
        print_order(mark[i][j] + 1, j);
        cout << ")";
    }
}
// memset(dp, -1, sizeof dp);
// print_order(1, n);
```

5.3 LIS O(n^2)

```
int n=0;
int a[100]={0},f[100]= {0},x[100]={0};
int main(void){
    cin >> n;
    for (int i=1; i<=n; i++){
        cin >> a[i];
        x[i]=INT_MAX;
    }
    f[0]=0;
    int ans=0;
    for(int i=1; i<=n; i++){
        int l=0, r=i;
        while (l+1<r){
            int m=(l+r)/2;
            if (x[m]<a[i]) l=m;
            else r=m;
// change to x[m]<=a[i] for non-decre case
        }
        f[i]=l+1;
        x[l+1]=a[i];
        if (f[i]>ans) ans=f[i];
    }
    cout << ans << endl;
    return 0;
}
vector<int> findLIS(){
    vector<int> result;
    result.push_back(0);
    vector<int> sequence(n, -1);
    for (int i = 1; i < n; i++){
        if (arr[i] > arr[result.back()]){
            sequence[i] = result.back();
            result.push_back(i);
        }
        else{
            int l = 0, h=result.size() - 1;
            int optimal = 0;
            while (l <= h){
               int mid = (l + h) / 2;
               if(arr[result[mid]]<= arr[i])
                    l = mid + 1;
               else
                    optimal=mid,h=mid-1;
            }
            if (optimal > 0){
              sequence[i]=result[optimal-1];
            }
            result[optimal] = i;
        }
    }
    vector<int> lis;
    int last = result.back();
    while (last != -1){
        lis.push_back(arr[last]);
        last = sequence[last];
    }
    reverse(lis.begin(), lis.end());
    return lis;
}
```

5.4 LCIS O(n * m)

```
int a[100]= {0}, b[100]= {0}, f[100]= {0};
int n=0, m=0;
int main(void){
    cin >> n;
    for (int i=1; i<=n; i++) cin >> a[i];
    cin >> m;
    for (int i=1; i<=m; i++) cin >> b[i];
    for (int i=1; i<=n; i++){
        int k=0;
        for (int j=1; j<=m; j++){
            if (a[i]>b[j] && f[j]>k)
                  k=f[j];
            else if (a[i]==b[j] && k+1>f[j])
                  f[j]=k+1;
        }
    }
    int ans=0;
    for (int i=1; i<=m; i++)
        if (f[i]>ans) ans=f[i];
    cout << ans << endl;
    return 0;
}
```

5.5 Maximum submatrix

```
int a[150][150]= {0};
int c[200]= {0};
int maxarray(int n){
    int b=0, sum=-100000000;
    for (int i=1; i<=n; i++){
        if (b>0) b+=c[i];
        else b=c[i];
        if (b>sum) sum=b;
    }
    return sum;
}


int maxmatrix(int n){
    int sum=-100000000, max=0;
    for (int i=1; i<=n; i++){
        for (int j=1; j<=n; j++)
            c[j]=0;
        for (int j=i; j<=n; j++){
            for (int k=1; k<=n; k++)
                c[k]+=a[j][k];
            max=maxarray(n);
            if (max>sum) sum=max;
        }
    }
    return sum;
}
int main(void){
    int n=0;
    cin >> n;
    for (int i=1; i<=n; i++)
        for (int j=1; j<=n; j++)
            cin >> a[i][j];
    cout << maxmatrix(n);
    return 0;
}
```

5.6 SOS DP

```
// # of elements in the list for which you //
want to find the sum over all subsets
int n = 20;
// the list for which you want to find the //
sum over all subsets
vector<int> a(1 << n);

//answer for sum over subsets of each subset
vector<int> sos(1 << n);

for (int i = 0; i < (1 << n); i++) {
      // iterate over all other sets and
checks whether they're a subset of i
      for (int j = 0; j < (1 << n); j++) {
            if ((i & j) == j) {
                  sos[i] += a[j];
            }
      }
}
```

5.7 Depth and width of tree

```
int l[100]= {0}, int r[100]= {0};
stack<int> mystack;
int n = 0, w = 0, d = 0;
int depth(int n){
    if (l[n]==0 && r[n]==0)
        return 1;
    int depthl=depth(l[n]);
    int depthr=depth(r[n]);
    int dep=depthl>depthr ? depthl:depthr;
    return dep+1;
}
void width(int n){
    if (n<=d){
        int t=0,x;
        stack<int> tmpstack;
        while (!mystack.empty()){
            x=mystack.top();
            mystack.pop();
            if (x!=0){
                t++;
                tmpstack.push(l[x]);
                tmpstack.push(r[x]);
            }
        }
        w=w>t?w:t;
        mystack=tmpstack;
        width(n+1);
    }
}
int main(void){
    cin >> n;
    for (int i=1; i<=n; i++)
        cin >> l[i] >> r[i];
    d=depth(1);
    mystack.push(1);
    width(1);
    cout << w << " " << d << endl;
    return 0;
}
```

6 Graph Theory

6.1 SPFA — Optimal BF O(V * E)

```
int q[3001]= {0};// queue for node
it d[1001]= {0}; // record shortest path
from start to ith node
bool f[1001]= {0};
int a[1001][1001]= {0}; // adjacency list
int w[1001][1001]= {0}; // adjacency matrix
int main(void) {
  int n=0, m=0;
  cin >> n >> m;
  for (int i=1; i<=m; i++){
  int x=0, y=0, z=0;
cin >> x >> y >> z;
// node x to node y has weight z
a[x][0]++;
 a[x][a[x][0]]=y;
  w[x][y]=z;
/*
// for undirected graph
 a[x][0]++;
 a[y][a[y][0]]=x;
w[y][x]=z;
*/
}
int s=0, e=0;
cin >> s >> e; // s: start, e: end
SPFA(s);
cout << d[e] << endl;
return 0;
}
void SPFA(int v0){
    int t,h,u,v;
    for (int i=0; i<1001; i++) d[i]=INT_MAX;
    for (int i=0; i<1001; i++) f[i]=false;
    d[v0]=0;
    h=0;
    t=1;
    q[1]=v0;
    f[v0]=true;
    while (h!=t){
        h++;
        if (h>3000) h=1;
        u=q[h];
        for (int j=1; j<=a[u][0]; j++){
            v=a[u][j];
            if (d[u]+w[u][v]<d[v]) // change
to > if calculating longest path
            {
                d[v]=d[u]+w[u][v];
                if (!f[v]){
                    t++;
                    if (t>3000) t=1;
                    q[t]=v;
                    f[v]=true;
                }
            }
        }
        f[u]=false;
    }
}
```

6.2 Dijkstra O(V + ElogV)

```
map<int, vector<pair<int, int>>> m;
map<int, int> dist;
#define pairi pair<int, int>

void dijkstra(int src, int n) {
    priority_queue<pairi, vector<pairi>,
greater<pairi>> pq;
    pq.push({0, src});
    dist[src] = 0;
    vector<int> dis(n, inf);
    dis[src] = 0;
    while (!pq.empty()) {
        int u = pq.top().second;
        pq.pop();
        for (int i=0; i<m[u].size(); i++) {
            int wt = m[u][i].second;
            int v = m[u][i].first;
            if (dis[v] > dis[u] + wt) {
                dis[v] = dis[u] + wt;
                pq.push({dis[v], v});
                dist[v] = dis[u] + wt;
            }
        }
    }
}
```

6.3 BellmanFord O(V.E)

```
vector<int> dist;
vector<int> parent;
vector<vector<pair<int, int>>> adj;
// resize the vectors from main function

void bellmanFord(int num_of_nd, int src) {
    dist[src] = 0;
    for (int step=0;step<num_of_nd;step++) {
        for (int i = 1; i<=num_of_nd; i++) {
            for (auto it : adj[i]) {
                int u = i;
                int v = it.first;
                int wt = it.second;
                if (dist[u] != inf &&
                ((dist[u] + wt) < dist[v])) {
                    if(step==num_of_nd - 1){
                        cout << "Negative
                             cycle found\n";
                        return;
                    }
                    dist[v] = dist[u] + wt;
                    parent[v] = u;
                }
            }
        }
    }
    for (int i = 1; i <= num_of_nd; i++)
        cout << dist[i] << " ";
    cout << endl;
}
```

6.4 Floyd-Warshall algorithm O(n^3)

```
typedef double T;
typedef vector<T> VT;
typedef vector<VT> VVT;

typedef vector<int> VI;
typedef vector<VI> VVI;

bool FloydWarshall (VVT &w, VVI &prev){
  int n = w.size();
  prev = VVI (n, VI(n, -1));

  for (int k = 0; k < n; k++){
    for (int i = 0; i < n; i++){
      for (int j = 0; j < n; j++){
        if (w[i][j] > w[i][k] + w[k][j]){
          w[i][j] = w[i][k] + w[k][j];
          prev[i][j] = k;
        }
      }
    }
  }

  // check for negative weight cycles
  for(int i=0;i<n;i++)
    if (w[i][i] < 0) return false;
  return true;
}
```

6.5 Topological sort

```
map<string, vector<string>> adj;
map<string, int> degree;
set<string> nodes;
vector<string> ans;
// adj: graph input, degree: cnt indegree,
// node: unique nodes, ans: path
int c = 0;
void topo_sort() {
    queue<string> qu;
// traverse all the nodes and check if its
degree is 0 or not..
    for (string i : nodes) {
        if (degree[i] == 0) {
            qu.push(i);
        }
    }
    while (!qu.empty()) {
        string top = qu.front();
        qu.pop();
        ans.push_back(top);
        for (string i : adj[top]) {
            degree[i]--;
            if (degree[i] == 0) {
                qu.push(i);
            }
        }
    }
}
```

6.6 Kruskal O(ElogE)

```
typedef pair<int, int> edge;

class Graph {
    vector<pair<int, edge>> G, T;
    vector<int> parent;
    int cost = 0;

   public:
    Graph(int n) {
        for (int i = 0; i < n; i++)
            parent.push_back(i);
    }

    void add_edges(int u,int v,int wt) {
        G.push_back({wt, {u, v}});
    }

    int find_set(int n) {
        if (n == parent[n])
            return n;
        else
            return find_set(parent[n]);
    }

    void union_set(int u, int v) {
        parent[u] = parent[v];
    }

    void kruskal() {
        sort(G.begin(), G.end());
        for (auto it : G) {
         int uRep=find_set(it.second.first);
        int vRep=find_set(it.second.second);
            if (uRep != vRep) {
                cost += it.first;
                T.push_back(it);
                union_set(uRep, vRep);
            }
        }
    }

    int get_cost() { return cost; }
    void print() {
        for (auto it : T)
            cout << it.second.first << " "
                 << it.second.second << "->"
                 << it.first << endl;
    }
};

// g.add_edges(u, v, wt);
// g.kruskal();
```

6.7 Prim — MST O(ElogV)

```
typedef pair<int, int> pii;

class Prims {
    map<int, vector<pii>> graph;
    map<int, int> visited;

   public:
    void addEdge(int u, int v, int w) {
        graph[u].push_back({v, w});
        graph[v].push_back({u, w});
    }

    vector<int> path(pii start) {
       vector<int> ans;
       priority_queue<pii, vector<pii>,
                      greater<pii>> pq;
                      // cost vs node
       pq.push({start.second, start.first});
       while (!pq.empty()) {
            pair<int, int> curr = pq.top();
            pq.pop();
            if (visited[curr.second])
                continue;
            visited[curr.second] = 1;
            ans.push_back(curr.second);
            for (auto i:graph[curr.second]){
               if (visited[i.first])
                   continue;
               pq.push({i.second, i.first});
            }
       }
       return ans;
    }
};
```

6.8 Eulerian circuit O(V+E)

```
unordered_map<int, int> Start, End, Val;
unordered_map<int, pair<int, int>> Range;
int start = 0;
void dfs(int node){
    visited[node] = true;
    Start[node] = start++;
    for (auto child : adj[node]){
        if (!visited[child])
            dfs(child);
    }
    End[node] = start - 1;
}
dfs(1);
vector<int> FlatArray(start + 5);
for (auto i : Start){
    FlatArray[i.second] = Val[i.first];
    Range[i.first]=
                  {i.second,  End[i.first]};
}
```

6.9 LCA

```
struct LCA {
    vector<int> height, euler;
    vector<int> first, segtree;
    vector<bool> visited;
    int n;
   LCA(vector<vector<int>> &adj,int root=0){
        n = adj.size();
        height.resize(n), first.resize(n);
        euler.reserve(n * 2);
        visited.assign(n, false);
        dfs(adj, root);
        int m = euler.size();
        segtree.resize(m * 4);
        build(1, 0, m - 1);
    }
    void dfs(vector<vector<int>> &adj,
                   int node, int h = 0) {
        visited[node] = true;
        height[node] = h;
        first[node] = euler.size();
        euler.push_back(node);
        for (auto to : adj[node]) {
            if (!visited[to]) {
                dfs(adj, to, h + 1);
                euler.push_back(node);
            }
        }
    }
    void build(int node, int b, int e) {
        if (b == e)
            segtree[node] = euler[b];
        else {
            int mid = (b + e) / 2;
            build(node << 1, b, mid);
            build(node << 1 | 1, mid+1, e);
            int l = segtree[node << 1];
            int r = segtree[node << 1 | 1];
            segtree[node] =
             (height[l] < height[r]) ? l : r;
        }
    }
int query(int node,int b,int e,int L,int R){
        if (b > R || e < L) return -1;
        if (b >= L && e <= R)
            return segtree[node];
        int mid = (b + e) >> 1;
        int lf = query(node << 1,b,mid,L,R);
        int rg = query(node << 1 | 1,
                       mid + 1, e, L, R);
        if (lf == -1) return rg;
        if (rg == -1) return lf;
        return height[lf]<height[rg]?lf: rg;
    }
    int lca(int u, int v) {
        int left=first[u],right = first[v];
        if (left > right) swap(left, right);
        return query(1, 0, euler.size() - 1,
left, right);
    }
};
```

6.10 Min cost max flow

```
struct Edge{
    int from, to, capacity, cost;
};
vector<vector<int>> adj, cost, capacity;
const int INF = 1e9;
void shortest_paths(int n, int v0,
vector<int>& d, vector<int>& p) {
    d.assign(n, INF);
    d[v0] = 0;
    vector<bool> inq(n, false);
    queue<int> q;
    q.push(v0);
    p.assign(n, -1);
    while (!q.empty()) {
        int u = q.front();
        q.pop();
        inq[u] = false;
        for (int v : adj[u]) {
            if (capacity[u][v] > 0 && d[v] >
d[u] + cost[u][v]) {
                d[v] = d[u] + cost[u][v];
                p[v] = u;
                if (!inq[v]) {
                    inq[v] = true;
                    q.push(v);
                }
            }
        }
    }
}
int min_cost_flow(int N, vector<Edge> edges,
int K, int s, int t) {
    adj.assign(N, vector<int>());
    cost.assign(N, vector<int>(N, 0));
    capacity.assign(N, vector<int>(N, 0));
    for (Edge e : edges) {
        adj[e.from].push_back(e.to);
        adj[e.to].push_back(e.from);
        cost[e.from][e.to] = e.cost;
        cost[e.to][e.from] = -e.cost;
        capacity[e.from][e.to] = e.capacity;
    }
    int flow = 0;
    int cost = 0;
    vector<int> d, p;
    while (flow < K) {
        shortest_paths(N, s, d, p);
        if (d[t] == INF)
            break;
        // find max flow on that path
        int f = K - flow;
        int cur = t;
        while (cur != s) {
            f = min(f,
capacity[p[cur]][cur]);
            cur = p[cur];
        }
        // apply flow
        flow += f;
        cost += f * d[t];
        cur = t;
        while (cur != s) {
            capacity[p[cur]][cur] -= f;
            capacity[cur][p[cur]] += f;
            cur = p[cur];
        }
    }

    if (flow < K)
        return -1;
    else
        return cost;
}
```

6.11 SCC

```
unordered_map<int, vector<int>> adj, InvAdj;
stack<int> order;
unordered_map<int, bool> visited;
unordered_map<int, vector<int>> all_scc;
unordered_map<int, int> compId;
void dfs_for_start(int curr){
    visited[curr] = 1;
    for (auto i : adj[curr])
        if (!visited[i])
            dfs_for_start(i);
    order.push(curr);
}
vector<int> curr_comp;
void dfs_for_scc(int curr){
    visited[curr] = 1;
    for (auto i : InvAdj[curr])
        if (!visited[i])
            dfs_for_scc(i);
    curr_comp.push_back(curr);
}
inline void scc(){
    int n, e, u, v;
    cin >> n >> e;
    for (int i = 0; i < e; i++){
        cin >> u >> v;
        adj[u].push_back(v);
        InvAdj[v].push_back(u);
    }
    for (int i = 1; i <= n; i++)
        if (!visited[i])
            dfs_for_start(i);
    visited.clear();
    while (!order.empty()){
        if (!visited[order.top()]){
            curr_comp.clear();
            dfs_for_scc(order.top());
            int sz = all_scc.size() + 1;
            all_scc[sz] = curr_comp;
            for (auto i : curr_comp)
                compId[i] = sz;
        }
        order.pop();
    }
}
```

no. of ways and min cost of connecting the sccs

```
const int MOD = 1e9 + 7, N = 1e5 + 2, INF =
1e18 + 2;
int n, m, comp[N];
vector<int> adj[N], rev[N];
bitset<N> vis;
void DFS1(int u, stack<int> &TS){
    vis[u] = true;
    for (int v : adj[u])
        if (!vis[v])
            DFS1(v, TS);
    TS.push(u);
}
void DFS2(int u, const int scc_no, int
&min_cost, int &ways, vector<int> &cost){
    vis[u] = true;
    comp[u] = scc_no;
    for (int v : rev[u])
        if (!vis[v]){
            if (min_cost == cost[v])
                ++ways;
            else if (min_cost > cost[v]){
                ways = 1;
                min_cost = cost[v];
            }
            DFS2(v, scc_no, min_cost, ways,
                 cost);
        }
}
signed main(){
    FIO cin >> n;
    vector<int> cost(n + 1);
    for (int i = 1; i <= n; ++i)
        cin >> cost[i];
    cin >> m;
    while (m--){
        int u, v;
        cin >> u >> v;
        adj[u].push_back(v);
        rev[v].push_back(u);
    }
    int tot = 0, ways = 1;
    stack<int> TS;
    for (int i = 1; i <= n; ++i)
        if (!vis[i])
            DFS1(i, TS);
    vis.reset();
    int scc_no = 0;
    while (!TS.empty()){
        int u = TS.top();
        TS.pop();
        if (!vis[u]){
            int tmp_cst = cost[u], tmp_ways =
1;
            DFS2(u, ++scc_no, tmp_cst,
                 tmp_ways, cost);
            tot += tmp_cst;
            ways = (ways * tmp_ways) % MOD;
        }
    }
    cout << tot << ' ' << ways;
}//TC: O(V+E)
```

6.12 Biparitite

```
const int N=1000;
int adj[N][N];
int n,e;
bool isBicolored(int s){
    int colorArray[n];
    for(int i=0;i<n;i++)
        colorArray[i]=-1; //init no color;
    queue<int>q;
    q.push(s);
    colorArray[s]=1; //assigning first color
    while(!q.empty()){
        int senior = q.front();
        q.pop();
        if(adj[senior][senior]==1)
            return false;
        for(int i=0;i<n;i++){
            int junior=i;
            if(adj[senior][junior]==1){

if(colorArray[junior]==colorArray[senior])
//successor(child/junior) having same color
                    return false;
                ///if(colorArray[junior]!=-1)
continue;    ///not same color but have a
color
                else
if(colorArray[junior]==-1){        ///No
color assigned
                    q.push(junior);

colorArray[junior]=!colorArray[senior];
///assigning diff color
 }}}} return true;}
```

6.13 Two farthest node

```
vector<int>adj[30001];
map<pair<int,int>,int>weight;
map<int,int>vis,dis;
void dfs(int node)
{
    vis[node]=1;
    for(int i=0;i<adj[node].size();i++){
        int child=adj[node][i];
        if(vis[child]==1) continue;

dis[child]+=dis[node]+weight[{node,child}];
        dfs(child);
    }
}
void reset()
{
    for(int i=0;i<30001;i++){
        adj[i].clear();
    }
    dis.clear(),weight.clear(),vis.clear();
}
```

```
int main()
{
    int t; cin>>t;
    for(int p=1;p<=t;p++)
    {
        int n,u,v,w; cin>>n;
        for(int i=0;i<n-1;i++){
            cin>>u>>v>>w;
            adj[u].push_back(v);
            adj[v].push_back(u);

            weight[{u,v}]=w;
            weight[{v,u}]=w;
        }
        dfs(0);
        int max_dis=0,farthestVertex;
        map<int,int>::iterator i;
        for(i=dis.begin();i!=dis.end();i++){
            if(i->second>max_dis){
                max_dis=i->second;
                farthestVertex=i->first;
            }
        }

        vis.clear();
        dis.clear();

        dfs(farthestVertex);
        max_dis=0;
        for(i=dis.begin();i!=dis.end();i++){
            if(i->second>max_dis){
                max_dis=i->second;
            }
        }
        cout<<"Case "<<p<<":
"<<max_dis<<"\n";
        reset();
    }
}
```

7 Random Staff

7.1 HASHING

```
#define mp make_pair
typedef long long LL;
typedef pair<LL, LL> PLL;
const PLL M = mp(1e9 + 7, 1e9 + 9); // Should
be large primes
const LL base = 347;    // Should be a prime
larger than highest value
const int N = 1e6 + 7;  // Highest length of
string
ostream& operator<<(ostream& os, PLL hash) {
    return os << "(" << hash.first << ", " <<
hash.second << ")";
}
PLL operator+(PLL a, LL x) {
    return mp(a.first + x, a.second + x);
}
PLL operator-(PLL a, LL x) {
    return mp(a.first - x, a.second - x);
}
PLL operator*(PLL a, LL x) {
    return mp(a.first * x, a.second * x);
}
PLL operator+(PLL a, PLL x) {
    return mp(a.first + x.first, a.second +
x.second);
}
PLL operator-(PLL a, PLL x) {
    return mp(a.first - x.first, a.second -
x.second);
}
PLL operator*(PLL a, PLL x) {
    return mp(a.first * x.first, a.second *
x.second);
}
PLL operator%(PLL a, PLL m) {
    return mp(a.first % m.first, a.second %
m.second);
}

PLL power(PLL a, LL p) {
    if (p == 0)
        return mp(1, 1);
    PLL ans = power(a, p / 2);
    ans = (ans * ans) % M;
    if (p % 2)
        ans = (ans * a) % M;
    return ans;
}
// Magic!!!!!!!
PLL inverse(PLL a) {
    return power(a, (M.first - 1) * (M.second
- 1) - 1);
}
PLL pb[N];  // powers of base mod M
PLL invb;
// Call pre before everything
void hashPre() {
    pb[0] = mp(1, 1);
    for (int i = 1; i < N; i++)
        pb[i] = (pb[i - 1] * base) % M;
    invb = inverse(pb[1]);
}
// Calculates Hash of a string
PLL Hash(string s) {
    PLL ans = mp(0, 0);
    for (int i = 0; i < s.size(); i++)
        ans = (ans * base + s[i]) % M;
    return ans;
}
// appends c to string
PLL append(PLL cur, char c) {
    return (cur * base + c) % M;
}
// prepends c to string with size k
PLL prepend(PLL cur, int k, char c) {
    return (pb[k] * c + cur) % M;
}
// replaces the i-th (0-indexed) character
from right from a to b;
PLL replace(PLL cur, int i, char a, char b) {
    cur = (cur + pb[i] * (b - a)) % M;
```

```
    return (cur + M) % M;
}
// Erases c from the back of the string
PLL pop_back(PLL hash, char c) {
    return (((hash - c) * invb) % M + M) % M;
}
// Erases c from front of the string with
size len
PLL pop_front(PLL hash, int len, char c) {
    return ((hash - pb[len - 1] * c) % M + M)
% M;
}
// concatenates two strings where length of
the right is k
PLL concat(PLL left, PLL right, int k) {
    return (left * pb[k] + right) % M;
}
// Calculates hash of string with size len
repeated cnt times
// This is O(log n). For O(1), pre-calculate
inverses
PLL repeat(PLL hash, int len, LL cnt) {
    PLL mul = (pb[len * cnt] - 1) *
inverse(pb[len] - 1);
    mul = (mul % M + M) % M;
    PLL ans = (hash * mul) % M;
    if (pb[len].first == 1)
        ans.first = hash.first * cnt;
    if (pb[len].second == 1)
        ans.second = hash.second * cnt;
    return ans;
}
// Calculates hashes of all prefixes of s
including empty prefix
vector<PLL> hashList(string s) {
    int n = s.size();
    vector<PLL> ans(n + 1);
    ans[0] = mp(0, 0);
    for (int i = 1; i <= n; i++)
        ans[i] = (ans[i - 1] * base + s[i -
1]) % M;
    return ans;
}
// Calculates hash of substring s[l..r] (1
indexed)
PLL substringHash(const vector<PLL>&
hashlist, int l, int r) {
    int len = (r - l + 1);
    return ((hashlist[r] - hashlist[l - 1] *
pb[len]) % M + M) % M;
}
// Solves LightOJ 1255-Substring Frequency
// You are given two strings A and B. You
have to find
// the number of times B occurs as a
substring of A.
char buffer[N];
int main() {
    hashPre();
    int t;
    scanf("%d", &t);
    for (int cs = 1; cs <= t; ++cs) {
        string a, b;
        scanf("%s", buffer);
        a = buffer;
        scanf("%s", buffer);
        b = buffer;
        int na = a.size(), nb = b.size();
        PLL hb = Hash(b);
        vector<PLL> ha = hashList(a);
        int ans = 0;
        for (int i = 1; i + nb - 1 <= na;
i++)
            if (substringHash(ha, i, i + nb -
1) == hb)
                ans++;
        printf("Case %d: %d\n", cs, ans);
    }
}
```

7.2 when phi(1) to phi(n) is needed

```
int phi[MX];
//bitset<MX> visited;// declared before in
optimized SIEVE
void sieve_phi(){
    for(int i=1; i<MX; ++i) phi[i] = i;
    visited[1] = 1;
    for(int i=2; i<MX; ++i){
        if(!visited[i]){
            for(int j = i; j<MX; j+=i){
                visited[j] = 1;
                phi[j] = phi[j]/i*(i-1);
            }
        }
    }
}///O(log(logn))
```

7.3 when only phi(n) is needed

```
int phi(int n){ //O(sqrt(n))
    int res = n;
    for(int p=2; p*p<=n; ++p){
        if(n%p== 0){
            while(n%p == 0)
                n /= p;
            res -= res/p;
        }
    } if(n>1) res -= res/n;
    return res;
}
```

7.4 Knight Moves

```
int X[8]={2,1,-1,-2,-2,-1,1,2};
int Y[8]={1,2,2,1,-1,-2,-2,-1};
```

7.5 bit count in O(1)

```
int BitCount(unsigned int u){
     unsigned int uCount;
     uCount = u - ((u >> 1) & 033333333333) -
((u >> 2) & 011111111111);
     return ((uCount + (uCount >> 3)) &
030707070707) % 63;
```

```
}
```

7.6 Matrix Exponentiation

```
// A technique of computing a number raised
to a square matrix in a fast and efficient
manner.
// Uses properties of exponentiation and
binary numbers for fast computation.
//
// Running time:
// O(m^3*log(n)) where m is the size of the
matrix and n is the power the matrix is being
raised to.
//
// INPUT:
// - size of matrix m
// - the matrix A
// - the power n
// - modulo value mod
//
// OUTPUT:
// - the matrix A^n (all values mod m)
//

#include<bits/stdc++.h>
using namespace std;
typedef long long LL;

LL arr[60][60],res[60][60],tmp[60][60],m;

void matMul (LL a[][60], LL b[][60], LL mod)
{
    for(int i=0; i<m; i++)
        for(int j=0; j<m; j++)
        {
            tmp[i][j] = 0;
            for(int k=0; k<m; k++)
            {
                tmp[i][j] +=
(a[i][k]*b[k][j])%mod;
                tmp[i][j] %= mod;
            }
        }
}

void power(LL n, LL mod)
{
    for(int i=0; i<m; i++)
        for(int j=0; j<m; j++)
            if(i==j) res[i][j] = 1;
            else res[i][j] = 0;

    while(n)
    {
        if(n&1)
        {
            matMul(res,arr,mod);
            for(int i=0; i<m; i++)
                for(int j=0; j<m; j++)
res[i][j] = tmp[i][j];
            n--;
        }
        else
        {
            matMul(arr,arr,mod);
            for(int i=0; i<m; i++)
                for(int j=0; j<m; j++)
arr[i][j] = tmp[i][j];
            n/=2;
        }
    }
}
```

7.8 sqrt decomposition(MO's Algo)

```
// https://www.spoj.com/problems/DQUERY/
#include <bits/stdc++.h>
using namespace std;
const int SIZE_1 = 1e6 + 10, SIZE_2 = 3e4 +
10;
class query{
public:
    int l, r, indx;
};

int block_size, cnt = 0;
int frequency[SIZE_1], a[SIZE_2];
void add(int indx){
    ++frequency[a[indx]];
    if (frequency[a[indx]] == 1)
        ++cnt;
}
void sub(int indx){
    --frequency[a[indx]];
    if (frequency[a[indx]] == 0)
        --cnt;
}
bool comp(query a, query b){
    if (a.l / block_size == b.l / block_size)
        return a.r < b.r;
    return a.l / block_size < b.l /
block_size;
}
signed main(){
    int n; cin >> n;
    for(int i = 0; i < n; ++i) cin>>a[i];

    int q; cin >> q;
    int ans[q] = {};
    query Qur[q];
    for (int i = 0; i < q; ++i){
        int l, r; cin>>l>>r;

        Qur[i].l = l - 1;
        Qur[i].r = r - 1;
        Qur[i].indx = i;
    }
    block_size = sqrt(n); // sqrt(q) dileo
hobe, but n is more accurate
    sort(Qur, Qur + q, comp);

    int ML = 0, MR = -1;
```

```
    for(int i = 0; i < q; ++i) {
        int L = Qur[i].l;
        int R = Qur[i].r;

        // fixing right pointer
        while (MR < R) add(++MR);
        while (MR > R) sub(MR--);
        // fixiing left pointer
        while (ML < L) sub(ML++);
        while (ML > L) add(--ML);

        ans[Qur[i].indx] = cnt;
    }
    for (int i = 0; i < q; ++i)
        cout << ans[i] << '\n';
}//sqrt(n)
```

7.9 Meet in the middle

```
#include <bits/stdc++.h>
using namespace std;
int les_equal(vector<int> &s, int key){
    int siz = s.size();
    int lo = 0, hi = siz - 1, ans = 0;

    while (hi >= lo){
        int mid = lo + (hi - lo) / 2;
        if (s[mid] <= key){
            ans = max(ans, mid);
            lo = mid + 1;
        }
        else hi = mid - 1;
    }
    return ans;
}
signed main(){
    FIO int n, n1, n2, t;
    cin >> n >> t;

    n1 = (n + 1) / 2;
    n2 = n / 2;

    int a1[n1]; for(int &i: a1) cin>>i;
    int a2[n2]; for(int &i: a2) cin>>i;

    vector<int> set1, set2;
    for(int mask=0; mask < (1<<n1); ++mask){
        int temp_sum = 0;
        for (int i = 0; i < n1; ++i){
            int f = 1 << i;
            if (f & mask)
                temp_sum += a1[i];
        }
        set1.push_back(temp_sum);
    }
    for(int mask=0; mask < (1<<n2); ++mask){
        int temp_sum = 0;
        for (int i = 0; i < n2; ++i){
            int f = 1 << i;
            if (f & mask)
                temp_sum += a2[i];
        }
        set2.push_back(temp_sum);
    }
    sort(set2.begin(), set2.end());

    // for(auto itr: set2) cout<<itr<<' ';
    // cout<<'\n';
    // for(auto itr: set1) cout<<itr<<' ';
    // cout<<'\n';

    int ans = 0;
    for (auto it : set1){
        int left = t - it;
        if (left < 0) continue;

        int indx = les_equal(set2, left);
        int temp_sum_set2 = (indx != -1 ? (it
+ set2[indx]) : 0);
        if (temp_sum_set2 <= t)
            ans = max(ans, temp_sum_set2);
    }
    cout<<ans;
}//TC: O(2^(LK+1))
```

7.10 PIE(inclusion - exclusion)

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

inline int LCM(int a, int b){
    return a * b / __gcd(a, b);
}

int PIE(int div[], int n, int num){
    int sum = 0;

    for(int msk=1; msk < (1<<n); ++msk){
        int bit_cnt = 0;
        int cur_lcm = 1;

        for (int i = 0; i < n; ++i){
            if (msk & (1 << i)){
                ++bit_cnt;
                cur_lcm = LCM(cur_lcm,
div[i]);
            }
        }

        int cur = num / cur_lcm;
        if (bit_cnt & 1) sum += cur;
        else sum -= cur;
    }
    return num - sum;
}

signed main(){
    int n, m;
    while (cin >> n >> m){
        int a[m];
        for(int &i : a)cin >> i;

        cout << PIE(a, m, n) << '\n';
    }
```

```
}
```

7.11 LARGEST POWER OF K IN N!

```
int largestPower(int k, int n){
    int cnt=0;
    lili x=k;
    while(x<=n){
        cnt+=(n/x);
        x*=k;
    }
    return cnt;
}
//Smallest Prime Factor, Greatest Prime
Factor, No of Distinct Prime Factors, No of
Total Prime Factors, No. of Divisors, Sum of
Divisors
const lili N=1e6+5;
lili spf[N];
lili lpf, gpf , tpf, dpf, sum, dv;
void sieve(){
    for(int i=0;i<N;i++){
        spf[i]=0; }
for(lili
i=2;i*i<N;i++){if(spf[i]==0){for(lili
j=i*i;j<N;j+=i){if(spf[j]==0)spf[j]=i;}}}
for(lili i=2;i<N;i++){
        if(spf[i]==0){ spf[i]=i; }}}
lili power(lili a, lili b){
    if(b==0) return 1;
    lili x=power(a,b/2);
    if(b%2==0) x=x*x;
    else x=x*x*a;
    return x;
}
int main(){
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    sieve();
    lili m,n; cin>>m;
    while(m--){
        cin>>n;
        lpf=spf[n]; gpf=-1; tpf=0; dpf=0;
dv=1; sum=1;
        while(n>1){
            lili x=spf[n];
            lili cnt=0;
            dpf++;
            while(n%x==0){
                tpf++;
                gpf=max(gpf,x);
                cnt++;
                n/=x;
            }
            dv*=(cnt+1);
            lili k=(power(x,cnt+1)-1)/(x-1);
            sum*=k;
        }
        cout<<lpf<<" "<<gpf<<" "<<dpf<<"
"<<tpf<<" "<<dv<<" "<<sum<<"\n";}}
```

7.12 Binary Search

```
ll lo=0, hi=mx;  ///mx=max possible ans
while(lo<hi){
    ll mid=(lo+hi+1)>>1;
    if(condition)  ///valid condition->ans
can be greater than or equal mid
        lo=mid;
    else
        hi=mid-1;  ///ans is less than mid
}
///or
while(lo<hi){
    ll mid=(lo+hi)>>1;
    if(condition)  ///valid condition->ans
can be less than or equal mid
        hi=mid;
    else
        lo=mid+1;  ///ans is greater than mid
}

ll lo=0, hi=mx, esp=maxError;
while((hi-lo)>esp){
    ll mid=(lo+hi+esp)/2.0;
    if(condition) lo=mid;
    else      hi=mid-esp;
}
 while((hi-lo)>esp){
    ll mid=(lo+hi)/2.0;
    if(condition)  hi=mid;
    else       lo=mid+esp;
}
```

7.13 Generating Permutations

```
int length, perm_left_to_print;
bool placed[10000];
vector<char>perm;

void generate_permutations(int curr_length){
    if(perm_left_to_print==0) return;
    if(curr_length==length){
        for(int i=0;i<length;i++){
            cout<<perm[i];
        }
        cout<<"\n";
        perm_left_to_print--;
        return;
    }
    for(char ch='A';ch<('A'+length);ch++){
        if(!placed[ch-'A']){
            perm.push_back(ch);
            placed[ch-'A']=true;

generate_permutations(curr_length+1);
            perm.pop_back();
            placed[ch-'A']=false;
        }
    }
}

int main(){
    ioi;
    int t; cin>>t;
```

```
    for(int tc=1;tc<=t;tc++){
        cin>>length>>perm_left_to_print;
        cout<<"Case "<<tc<<":\n";
        generate_permutations(0);
    }
}
```

7.14 N Queen optimal

```
// It just counts the number of ways to place
the order.
const int N = 32;
int mark[N][N];
char grid[N][N];
int n, cnt;
void fillup(int row, int col) {
    for (int i = 1; i < n - row + 1; i++) {
        mark[row + i][col]++;
        if (col - i >= 0)
            mark[row + i][col - i]++;
        if (col + i < n)
            mark[row + i][col + i]++;
    }
}
void fillout(int row, int col) {
    for (int i = 1; i < n - row + 1; i++) {
        mark[row + i][col]--;
        if (col - i >= 0)
            mark[row + i][col - i]--;
        if (col + i < n)
            mark[row + i][col + i]--;
    }
}
void find_way(int row) {
    if (row == n) {
        cnt++;
        return;
    }
    for (int j = 0; j < n; j++) {
        if (grid[row][j] == '*' or
mark[row][j])
            continue;
        fillup(row, j);
        find_way(row + 1);
        fillout(row, j);
    }
}
// input in grid. call find_way(0);
```