



UNIVERSIDADE FEDERAL DE ITAJUBÁ

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ACM ICPC Reference

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Maio / 2019

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* The codes listed below use the following header.

```

1 #include <bits/stdc++.h>
2
3 using namespace std;
4
5 #define ii pair<int, int>
6 #define vi vector<int>
7 #define vii vector<ii>
8 #define vb vector<bool>
9 #define ll long long
10 #define mk make_pair
11 #define pb push_back
12 #define MAXN *
```

* Problem limit

1 Graphs and Trees

1.1 Depth-First Search (DFS)

Time: $O(V + E)$

```

1 int n;
2 vi graph[MAXN];
3 bool vis[MAXN];
4
5 void dfs(int u) {
6     vis[u] = true;
7     for (int v : graph[u])
8         if (!vis[v])
9             dfs(v);
10 }
```

1.2 Breadth-First Search (BFS)

Time: $O(V + E)$

```

1 int n;
2 vi graph[MAXN];
3
4 vi bfs(int src, int w = 1) {
5     queue<int> q;
6     vi dist(n, INT_MAX);
7     vb vis(n);
8
9     q.push(src);
10    dist[src] = 0;
11    while (!q.empty()) {
12        int u = q.front();
13        q.pop();
14        vis[u] = true;
15        for (int v : graph[u]) {
16            if (!vis[v] && dist[u] + w < dist[v]) {
17                dist[v] = dist[u] + w;
18                q.push(v);
19            }
20        }
21    }
22    return dist;
23 }
```

1.3 Dijkstra

Time: $O(n^2 \log n)$

```

1  int n;
2  vii graph[MAXN];
3
4  vi dijkstra(int src) {
5      priority_queue<ii, vii, greater<ii>> pq;
6      vi dist(n, INT_MAX);
7      vb vis(n, false);
8
9      pq.push(mk(0, src));
10     dist[src] = 0;
11     while (!pq.empty()) {
12         int u = pq.top().second;
13         pq.pop();
14         vis[u] = true;
15         for (int i : graph[u] {
16             int w = i.first;
17             int v = i.second;
18             if (!vis[v] && dist[v] > dist[u] + w) {
19                 dist[v] = dist[u] + w;
20                 pq.push(mk(dist[v], v));
21             }
22         }
23     }
24     return dist;
25 }
```

1.4 Bellman-Ford

Time: $O(V * E)$

```

1  struct edge {
2      int u, v, w;
3      edge() {};
4      edge(int _u, int _v, int _w) {
5          u = _u, v = _v, w = _w;
6      }
7  };
8
9  int n, m;
10 vector<edge> graph;
11
12 bool bellman(int src) {
13     vi dist(n, INT_MAX);
14
15     dist[src] = 0;
16     for (int i = 0; i < n - 1; i++)
17         for (edge e : graph)
18             if (dist[e.u] != INT_MAX)
19                 dist[e.v] = min(dist[e.u] + e.w, dist[e.v]);
20     for (edge e : graph)
21         if (dist[e.u] != INT_MAX && dist[e.u] + e.w < dist[e.v])
22             return true;
23     return false;
24 }
```

1.5 Kruskal

Time: $O(n \log n)$

```

1 struct edge {
2     int u, v, w;
3     edge() {};
4     edge(int _u, int _v, int _w) {
5         u = _u, v = _v, w = _w;
6     }
7     bool operator < (const edge su) const {
8         return w < su.w;
9     }
10 };
11
12 int n, m, root[MAXN];
13 vector<edge> graph;
14
15 int findset(int u) {
16     return root[u] == u ? u : root[u] = findset(root[u]);
17 }
18
19 void initset() {
20     for (int i = 0; i < n; i++) root[i] = i;
21 }
22
23 int kruskal() {
24     initset();
25     sort(graph.begin(), graph.end());
26     vi tree[n];
27     int total = 0;
28     for (int i = 0; i < m; i++) {
29         int u = graph[i].u;
30         int v = graph[i].v;
31         int w = graph[i].w;
32
33         int fu = findset(u);
34         int fv = findset(v);
35         if (fu != fv) {
36             root[fu] = fv;
37             total += w;
38             tree[u].pb(v);
39         }
40     }
41     return total;
42 }

```

1.6 Floyd-Warshall

Time: $O(n^3)$

```

1 int n, graph[MAXN][MAXN];
2
3 void floyd() {
4     for (int k = 0; k < n; k++)
5         for (int i = 0; i < n; i++)
6             for (int j = 0; j < n; j++)
7                 graph[i][j] = min(graph[i][j], graph[i][k] + graph[k][j]);
8 }

```

* Don't use `INT_MAX`

1.7 Tarjan

Time: $O(V + E)$

```

1  int n, disc[MAXN], low[MAXN], scc[MAXN], ct, id;
2  vi graph[MAXN];
3  stack<int> st;
4  bool onstack[MAXN];
5
6  void dfs(int u) {
7      disc[u] = low[u] = ct++;
8      st.push(u);
9      onstack[u] = true;
10
11     for (int v : graph[u]) {
12         if (disc[v] == -1) {
13             dfs(v);
14             low[u] = min(low[u], low[v]);
15         } else if (onstack[v])
16             low[u] = min(low[u], disc[v]);
17     }
18     if (low[u] == disc[u]) {
19         int v;
20         do {
21             v = st.top();
22             st.pop();
23             onstack[v] = false;
24             scc[v] = id;
25         } while (u != v);
26         id++;
27     }
28 }
29
30 void tarjan() {
31     ct = id = 0;
32     memset(disc, -1, sizeof disc);
33     for (int i = 0; i < n; i++)
34         if (disc[i] == -1)
35             dfs(i);
36 }

```

1.8 Fenwick Tree

Time: $O(\log n)$

```

1  int n, bit[MAXN], v[MAXN];
2
3  int query(int i) {
4      int sum = 0;
5      for (; i > 0; i -= i & (-i))
6          sum += bit[i];
7      return sum;
8  }
9
10 void update(int i, int value) {
11     for (; i <= n; i += i & (-i))
12         bit[i] += value;
13 }
14
15 void build() {
16     memset(bit, 0, sizeof bit);
17     for (int i = 1; i <= n; i++)
18         update(i, v[i-1]);
19 }

```

1.9 Segment Tree

Build Time: $O(n)$ | Query Time: $O(\log n)$ | Update Time: $O(\log n)$

```

1  int v[MAXN], st[4 * MAXN], /* lazy[4 * MAXN] */;
2
3  void build(int l, int r, int no = 0) {
4      if (l > r) return;
5      if (l == r) {
6          st[no] = v[l];
7          return;
8      }
9      int mid = l + (r - l) / 2;
10     build(l, mid, no * 2 + 1);
11     build(mid + 1, r, no * 2 + 2);
12     st[no] = st[no * 2 + 1] + st[no * 2 + 2];
13 }
14
15 /* void prop(int l, int r, int no) {
16     if (lazy[no] != 0) {
17         st[no] += (r - l + 1) * lazy[no];
18         if (l != r) {
19             lazy[no * 2 + 1] += lazy[no];
20             lazy[no * 2 + 2] += lazy[no];
21         }
22         lazy[no] = 0;
23     }
24 } */
25
26 int query(int l, int r, int qs, int qe, int no = 0) {
27     if (l > r || l > qe || r < qs) return 0;
28     // prop(l, r, no);
29     if (l >= qs && r <= qe) return st[no];
30     int mid = l + (r - l) / 2;
31     return query(l, mid, qs, qe, 2 * no + 1) + query(mid + 1, r, qs, qe, 2 * no + 2);
32 }
33
34 void update(int l, int r, int value, int pos, int no = 0) {
35     if (l > pos || r < pos) return;
36     st[no] += value;
37     if (l == r) return;
38     int mid = l + (r - l) / 2;
39     update(l, mid, value, pos, no * 2 + 1);
40     update(mid + 1, r, value, pos, no * 2 + 2);
41 }
42
43 /* void lazyUpdate(int l, int r, int qs, int qe, int value, int no = 0) {
44     if (l > r || l > qe || r < qs) return;
45     prop(l, r, no);
46     if (l >= qs && r <= qe) {
47         st[no] += (r - l + 1) * value;
48         if (l != r) {
49             lazy[no * 2 + 1] += value;
50             lazy[no * 2 + 2] += value;
51         }
52         return;
53     }
54     int mid = l + (r - l) / 2;
55     lazyUpdate(l, mid, qs, qe, value, no * 2 + 1);
56     lazyUpdate(mid + 1, r, qs, qe, value, no * 2 + 2);
57     st[no] = st[no * 2 + 1] + st[no * 2 + 2];
58 } */

```

* Lazy propagation commented.

2 Dynamic Programming

2.1 Merge-Sort

Time: $O(n \log n)$

```

1  int merge(int v[], int l, int r) {
2      if (r == l)
3          return 0;
4      int invs = 0, mid = l + (r - l) / 2;
5
6      invs += merge(v, l, mid);
7      invs += merge(v, ++mid, r);
8
9      int i = l, j = mid;
10     queue<int> temp;
11
12     while (i <= mid - 1 && j <= r) {
13         if (v[i] <= v[j])
14             temp.push(v[i++]);
15         else {
16             temp.push(v[j++]);
17             invs += (mid - i);
18         }
19     }
20     while (i <= mid - 1)
21         temp.push(v[i++]);
22     while (j <= r)
23         temp.push(v[j++]);
24     for (i = l; i <= r; i++) {
25         v[i] = temp.front();
26         temp.pop();
27     }
28     return invs;
29 }
```

2.2 Longest Increasing Subsequence (LIS)

Time: $O(n)$

```

1  int n, v[MAXN];
2
3  int lis() {
4      if (!n)
5          return 0;
6      vi tail(n), prev(n, -1);
7      int len = 1;
8
9      for (int i = 1; i < n; i++) {
10         if (v[i] < v[tail[0]])
11             tail[0] = i;
12         else if (v[i] > v[tail[len - 1]]){
13             prev[i] = tail[len - 1];
14             tail[len++] = i;
15         } else {
16             int pos = distance(tail.begin(), upper_bound(tail.begin(), tail.begin() + len - 1, v[i]));
17             prev[i] = tail[pos - 1];
18             tail[pos] = i;
19         }
20     }
21     return len;
22 }
```


2.3 Longest Common Subsequence (LCS)

Time: $O(n * m)$

```

1 string s, t;
2
3 int lcs() {
4     int n = s.size(), m = t.size();
5     int dp[n + 1][m + 1];
6
7     for (int i = 0; i <= n; i++) {
8         for (int j = 0; j <= m; j++) {
9             if (!i || !j)
10                dp[i][j] = 0;
11             else if (s[i - 1] == t[j - 1])
12                dp[i][j] = dp[i - 1][j - 1] + 1;
13             else
14                dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);
15         }
16     }
17     return dp[n][m];
18
19     /* int i = n, j = m, index = dp[n][m];
20     string seq(n + 1, ' ');
21     while (i > 0 && j > 0) {
22         if (s[i - 1] == t[j - 1]) {
23             i--; j--; index--;
24             seq[index] = s[i];
25         } else if (dp[i - 1][j] > dp[i][j - 1])
26             i--;
27         else
28             j--;
29     }
30     return seq; */
31 }

```

* Sequence building commented.

2.4 Kadane

Time: $O(n)$

```

1 int v[MAXN];
2 // Max interval sum
3 int kadane() {
4     int max = INT_MIN, temp = 0;
5     for (int i : v) {
6         temp += i;
7         if (max < temp) max = temp;
8         if (temp < 0) temp = 0;
9     }
10    return max;
11 }

```

2.5 Knapsack

Time: $O(n * w)$

```

1  int value[MAXN], weight[MAXN];
2  // Minimum sum of elements in which the sum of weights is less than or equal to w
3  int knapsack(int n, int w) {
4      int dp[n + 1][w + 1];
5      for (int i = 0; i <= n; i++) {
6          for (int j = 0; j <= w; j++) {
7              if (!i || !j)
8                  dp[i][j] = 0;
9              else if (weight[i - 1] <= j)
10                 dp[i][j] = max(value[i - 1] + dp[i - 1][j - weight[i - 1]], dp[i - 1][j]);
11             else
12                 dp[i][j] = dp[i - 1][j];
13         }
14     }
15     return dp[n][w];
16 }
17 // With repetitions
18 int unbKnapsack(int n, int w) {
19     vi dp(w + 1);
20     for (int i = 1; i <= w; i++)
21         for (int j = 0; j < n; j++)
22             if (weight[j] <= i)
23                 dp[i] = max(dp[i - weight[j]] + value[j], dp[i]);
24     return dp[w];
25 }

```

2.6 Coin Change

Time: $O(n * w)$

```

1  int coins[MAXN];
2
3  int minCoins(int n, int w) {
4      vi dp(w + 1, INT_MAX);
5      dp[0] = 0;
6
7      for (int i = 1; i <= w; i++) {
8          for (int j = 0; j < n; j++) {
9              if (coins[j] <= i) {
10                 int sub_res = dp[i - coins[j]];
11                 if (sub_res != INT_MAX && sub_res + 1 < dp[i])
12                     dp[i] = sub_res + 1;
13             }
14         }
15     }
16     return dp[w];
17 }
18 // Total possibilities
19 int count(int n, int w) {
20     if (!w)
21         return 1;
22     if (w < 0)
23         return 0;
24     if (n <= 0 && w >= 1)
25         return 0;
26     return count(n - 1, w) + count(n, w - coins[n - 1]);
27 }

```

3 Math and Geometry

3.1 Greatest Common Divisor

Time: $O(\log(\min(x, y)))$

```

1 int gcd(int x, int y) {
2     return y ? gcd(y, x % y) : abs(x);
3 }

```

3.2 Least Common Multiple

Time: $O(\gcd(x, y))$

```

1 int lcm(int x, int y) {
2     if (x && y) return abs(x) / gcd(x, y) * abs(y);
3     return abs(x | y);
4 }

```

3.3 Extended Euclidean Algorithm

Time: $O(\log(\min(x, y)))$

```

1 int egcd(int a, int b, int &x, int &y) {
2     if (a == 0) {
3         x = 0, y = 1;
4         return b;
5     }
6     int xo, yo;
7     int gcd = egcd(b % a, a, xo, yo);
8     x = yo - (b / a) * xo;
9     y = xo;
10    if (gcd < 0)
11        gcd = -gcd, x = -x, y = -y;
12    return gcd;
13 }

```

3.4 N Choose R

Time: $O(p^2 * \log_p n)$

```

1 int ncrDp(int n, int r, int p) {
2     vi dp(r + 1);
3     dp[0] = 1;
4     for (int i = 1; i <= n; i++)
5         for (int j = min(i, r); j > 0; j--)
6             dp[j] = (dp[j] + dp[j - 1]) % p;
7     return dp[r];
8 }
9
10 int ncr(int n, int r, int p) {
11     if (!r)
12         return 1;
13     return (ncr(n / p, r / p, p) * ncrDp(n % p, r % p, p)) % p;
14 }

```

3.5 Modular Multiplication

Time: $O(\log n)$

```

1 int mulmod(int a, int b, int p = 1e9+7) {
2     int x = 0;
3     a %= p;
4     while (b > 0) {
5         if (b & 1)
6             x = (x + a) % p;
7         a = (a * 2) % p;
8         b >>= 1;
9     }
10    return x % p;
11 }

```

3.6 Modular Exponentiation

Time: $O(\log n)$

```

1 int expmod(int a, int b, int p = 1e9+7) {
2     int x = 1;
3     a %= p;
4     while (b > 0) {
5         if (b & 1)
6             x = (x * a) % p;
7         a = (a * a) % p;
8         b >>= 1;
9     }
10    return x;
11 }

```

3.7 Modular Inverse

Time: $O(\log(\min(x, y)))$

```

1 int invmod(int a, int p = 1e9+7) {
2     int x, y;
3     int gcd = egcd(a, p, x, y);
4     if (gcd != 1) return -1;
5     return x % p + ((x < 0) ? p : 0);
6 }

```

3.8 Matrix Multiplication

Time: $O(n^3)$

```

1 struct matrix {
2     int mat[MAXN][MAXN];
3 };
4
5 int n;
6
7 matrix matMul(matrix a, matrix b) {
8     matrix c;
9     int k;
10    for (int i = 0; i < n; i++)
11        for (int j = 0; j < n; j++)
12            for (c.mat[i][j] = k = 0; k < n; k++)
13                c.mat[i][j] += a.mat[i][k] * b.mat[k][j];
14    return c;
15 }

```

3.9 Sieve Of Eratosthenes

Time: $O(n)$

```

1 // Primes from 2 to n
2 vi sieve(int n) {
3     vb prime(n + 1, true);
4
5     for (int p = 2; p * p <= n; p++)
6         if (prime[p])
7             for (int i = p * 2; i <= n; i += p)
8                 prime[i] = false;
9
10    vi v;
11    for (int p = 2; p <= n; p++)
12        if (prime[p])
13            v.pb(p);
14    return v;
15 }
```

3.10 Factoring

Time: $O(\sqrt{n})$

```

1 vi factorize(int n) {
2     vi v;
3     for(int i = 2; i * i <= n; i++) {
4         if (n % i) continue;
5         v.pb(i);
6         n /= i--;
7     }
8     if (n > 1) v.pb(n);
9     return v;
10 }
```

3.11 Divisors

Time: $O(\sqrt{n})$

```

1 vi divisors(int n) {
2     int maxP = sqrt(n) + 2;
3     vi div;
4     for (int i = 1; i <= maxP; i++) {
5         if (n % i == 0) {
6             div.pb(i);
7             div.pb(n / i);
8         }
9     }
10    return div;
11 }
```

3.12 Amount of Divisors

Time: $O(n^2)$

```

1 // Amount of divisors of each integer from 0 to n
2 vi amount(int n) {
3     vi v(n + 1);
4     for (int i = 1; i <= n; i++)
5         for (int j = i; j <= n; j += i)
6             v[j]++;
7     return v;
8 }
```

3.13 Polygon Area

Time: $O(n)$

```

1  int n;
2  double x[MAXN], y[MAXN];
3  // Points need to be given a clockwise or anti-clockwise manner.
4  double area() {
5      double total = 0;
6      int j = n - 1;
7      for (int i = 0; i < n; i++) {
8          total += (x[j] + x[i]) * (y[j] + y[i]);
9          j = i;
10     }
11     return (total >= 0) ? (total / 2) : (-total / 2);
12 }
```

3.14 Convex Hull

Time: $O(n \log n)$

```

1  struct Point {
2      int x, y;
3      Point () {}
4      Point (int _x, int _y) {
5          x = _x, y = _y;
6      }
7  };
8
9  int n;
10 Point points[MAXN], p0;
11
12 Point nextToTop(stack<Point> &S) {
13     Point p = S.top();
14     S.pop();
15     Point res = S.top();
16     S.push(p);
17     return res;
18 }
19
20 int distSq(Point p1, Point p2) {
21     return pow(p1.x - p2.x, 2) + pow(p1.y - p2.y, 2);
22 }
23
24 int orientation(Point p, Point q, Point r) {
25     int val = (q.y - p.y) * (r.x - q.x) - (q.x - p.x) * (r.y - q.y);
26     if (val == 0) return 0;
27     return (val > 0)? 1 : 2;
28 }
29
30 int compare(Point a, Point b) {
31     int o = orientation(p0, a, b);
32     if (!o)
33         return (distSq(p0, b) >= distSq(p0, a));
34     return (o == 2);
35 }
36
37 double convexHull() {
38     int ymin = points[0].y, min = 0;
39     for (int i = 1; i < n; i++) {
40         int y = points[i].y;
41         if ((y < ymin) || (ymin == y && points[i].x < points[min].x))
42             ymin = points[i].y, min = i;
43     }
```

```
44
45     swap(points[0], points[min]);
46
47     p0 = points[0];
48     sort(points + 1, points + n, compare);
49
50     int m = 1;
51     for (int i = 1; i < n; i++) {
52         while (i < n-1 && !orientation(p0, points[i], points[i+1]))
53             i++;
54         points[m++] = points[i];
55     }
56
57     if (m < 3) return 0;
58
59     stack<Point> S;
60     S.push(points[0]);
61     S.push(points[1]);
62     S.push(points[2]);
63
64     for (int i = 3; i < m; i++) {
65         while (orientation(nextToTop(S), S.top(), points[i]) != 2)
66             S.pop();
67         S.push(points[i]);
68     }
69
70     double total = 0;
71     Point ant = S.top(), prim = S.top();
72     S.pop();
73     while (!S.empty()) {
74         total += sqrt(distSq(S.top(), ant));
75         ant = S.top();
76         S.pop();
77     }
78     total += sqrt(distSq(ant, prim));
79     return total;
80 }
```

4 Templates

4.1 Point

```
1 struct Point {
2     double x, y;
3     Point () {}
4     Point (double _x, double _y) {
5         x = _x; y = _y;
6     }
7
8     Point operator +(const Point & other) const {
9         return Point (x + other.x, y + other.y);
10    }
11    Point operator -(const Point & other) const {
12        return Point (x - other.x, y - other.y);
13    }
14    double operator ^(const Point & other) const {
15        return x * other.y - y * other.x;
16    }
17    double operator *(const Point & other) const {
18        return x * other.x + y * other.y;
19    }
20    double operator ~() const {
21        return x * x + y * y;
22    }
23
24    double distanceToSegment2 (const Point s1, const Point s2) const {
25        Point c = *this;
26        if ((s2 - s1) * (c - s1) <= 0 || (s1 - s2) * (c - s2) <= 0) {
27            return min(~(s1 - c), ~(s2 - c));
28        } else {
29            double area = (s2 - s1) ^ (c - s1);
30            return (area * area) / ~(s2 - s1));
31        }
32    }
33};
```


4.2 Line

```

1 struct Line {
2     double a, b, c;
3
4     Line () {}
5     Line (double _a, double _b, double _c) {
6         a = _a; b = _b; c = _c;
7     }
8
9     bool parallel (const Line & other) {
10         return (a * other.b == other.a * b);
11     }
12     Point intersect (const Line & other) {
13         if (this -> parallel(other)) return Point(-INF, -INF);
14         else {
15             double det = a * other.b - other.a * b;
16             double x = (b * other.c - other.b * c) / det;
17             double y = (c * other.a - other.c * a) / det;
18             return Point(x, y);
19         }
20     }
21     Line perpendicular (Point p) {
22         return Line(-b, a, b * point.x - a * point.y);
23     }
24 };

```

4.3 Circle

```

1 struct Circle {
2     Point o;
3     double r;
4
5     Circle () {}
6     Circle (Point _o, double _r) {
7         o = _o; r = _r;
8     }
9     Circle (Point a, Point b, Point c) {
10         Line ab = Line(a, b);
11         Line bc = Line(b, c);
12         Point mAB = Point((a.x + b.x) * 0.5, (a.y + b.y) * 0.5);
13         Point mBC = Point((b.x + c.x) * 0.5, (b.y + c.y) * 0.5);
14         ab = ab.perpendicular(mAB);
15         bc = bc.perpendicular(mBC);
16
17         if (ab.parallel(bc)) {
18             o = Point(-INF, -INF);
19             r = -1.0;
20         } else {
21             o = ab.intersect(bc);
22             r = ~(o - a);
23         }
24     }
25 };

```

5 Miscellaneous

5.1 ASCII Table

Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char	Dec	Bin	Hex	Char
0	0000 0000	00	[NUL]	32	0010 0000	20	space	64	0100 0000	40	@	96	0110 0000	60	`
1	0000 0001	01	[SOH]	33	0010 0001	21	!	65	0100 0001	41	A	97	0110 0001	61	a
2	0000 0010	02	[STX]	34	0010 0010	22	"	66	0100 0010	42	B	98	0110 0010	62	b
3	0000 0011	03	[ETX]	35	0010 0011	23	#	67	0100 0011	43	C	99	0110 0011	63	c
4	0000 0100	04	[EOT]	36	0010 0100	24	\$	68	0100 0100	44	D	100	0110 0100	64	d
5	0000 0101	05	[ENQ]	37	0010 0101	25	%	69	0100 0101	45	E	101	0110 0101	65	e
6	0000 0110	06	[ACK]	38	0010 0110	26	&	70	0100 0110	46	F	102	0110 0110	66	f
7	0000 0111	07	[BEL]	39	0010 0111	27	'	71	0100 0111	47	G	103	0110 0111	67	g
8	0000 1000	08	[BS]	40	0010 1000	28	(72	0100 1000	48	H	104	0110 1000	68	h
9	0000 1001	09	[TAB]	41	0010 1001	29)	73	0100 1001	49	I	105	0110 1001	69	i
10	0000 1010	0A	[LF]	42	0010 1010	2A	*	74	0100 1010	4A	J	106	0110 1010	6A	j
11	0000 1011	0B	[VT]	43	0010 1011	2B	+	75	0100 1011	4B	K	107	0110 1011	6B	k
12	0000 1100	0C	[FF]	44	0010 1100	2C	,	76	0100 1100	4C	L	108	0110 1100	6C	l
13	0000 1101	0D	[CR]	45	0010 1101	2D	-	77	0100 1101	4D	M	109	0110 1101	6D	m
14	0000 1110	0E	[SO]	46	0010 1110	2E	.	78	0100 1110	4E	N	110	0110 1110	6E	n
15	0000 1111	0F	[SI]	47	0010 1111	2F	/	79	0100 1111	4F	O	111	0110 1111	6F	o
16	0001 0000	10	[DLE]	48	0011 0000	30	0	80	0101 0000	50	P	112	0111 0000	70	p
17	0001 0001	11	[DC1]	49	0011 0001	31	1	81	0101 0001	51	Q	113	0111 0001	71	q
18	0001 0010	12	[DC2]	50	0011 0010	32	2	82	0101 0010	52	R	114	0111 0010	72	r
19	0001 0011	13	[DC3]	51	0011 0011	33	3	83	0101 0011	53	S	115	0111 0011	73	s
20	0001 0100	14	[DC4]	52	0011 0100	34	4	84	0101 0100	54	T	116	0111 0100	74	t
21	0001 0101	15	[NAK]	53	0011 0101	35	5	85	0101 0101	55	U	117	0111 0101	75	u
22	0001 0110	16	[SYN]	54	0011 0110	36	6	86	0101 0110	56	V	118	0111 0110	76	v
23	0001 0111	17	[ETB]	55	0011 0111	37	7	87	0101 0111	57	W	119	0111 0111	77	w
24	0001 1000	18	[CAN]	56	0011 1000	38	8	88	0101 1000	58	X	120	0111 1000	78	x
25	0001 1001	19	[EM]	57	0011 1001	39	9	89	0101 1001	59	Y	121	0111 1001	79	y
26	0001 1010	1A	[SUB]	58	0011 1010	3A	:	90	0101 1010	5A	Z	122	0111 1010	7A	z
27	0001 1011	1B	[ESC]	59	0011 1011	3B	;	91	0101 1011	5B	[123	0111 1011	7B	{
28	0001 1100	1C	[FS]	60	0011 1100	3C	<	92	0101 1100	5C	\	124	0111 1100	7C	
29	0001 1101	1D	[GS]	61	0011 1101	3D	=	93	0101 1101	5D]	125	0111 1101	7D	}
30	0001 1110	1E	[RS]	62	0011 1110	3E	>	94	0101 1110	5E	^	126	0111 1110	7E	~
31	0001 1111	1F	[US]	63	0011 1111	3F	?	95	0101 1111	5F	_	127	0111 1111	7F	[DEL]