

数组版

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#include<bits/stdc++.h>
//Luogu 3919
using namespace std;
const int MAXN = 1e6 + 10;
struct node
{
    int ls, rs;
    int data;
}tree[MAXN * 40];
int root[MAXN << 1], tot;
int a[MAXN], n, m;
inline int build(int l, int r)
{
    int p = ++tot;
    if(l == r)
    {
        tree[p].data = a[l];
        return p;
    }
    int mid = (l + r) >> 1;
    tree[p].ls = build(l, mid);
    tree[p].rs = build(mid + 1, r);
    return p;
}
inline int insert(int tr, int l, int r, int pos, int d)
{
    int p = ++tot;
    tree[p] = tree[tr];
    if(l == r)
    {
        tree[p].data = d;
        return p;
    }
    int mid = (l + r) >> 1;
    if(pos <= mid)
        tree[p].ls = insert(tree[tr].ls, l, mid, pos, d);
    else
        tree[p].rs = insert(tree[tr].rs, mid + 1, r, pos, d);
    return p;
}
inline int query(int tr, int l, int r, int pos)
{
    if(l == r)
    {
        return tree[tr].data;
    }
    int mid = (l + r) >> 1;
    if(pos <= mid)
        return query(tree[tr].ls, l, mid, pos);
    else
        return query(tree[tr].rs, mid + 1, r, pos);
}
int main()
{
    ios::sync_with_stdio(false);
    cin >> n >> m;

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for(int i = 1; i <= n; ++i)
    cin >> a[i];
root[0] = build(1, n);
for(int i = 1; i <= m; ++i)
{
    int v, opt, id, d;
    cin >> v >> opt >> id;
    if(opt == 1)
    {
        cin >> d;
        root[i] = insert(root[v], 1, n, id, d);
    }
    else
    {
        cout << query(root[v], 1, n, id) << endl;
        root[i] = root[v];
    }
}
}
```

```
#include<bits/stdc++.h>
using namespace std;
const int MAXN = 1e6 + 10;
class segment_tree
{
private:
    struct Tree
    {
        int data;
        Tree *ls, *rs;
    };
    vector<Tree*> root;
public:
    segment_tree(int l, int r, int a[])
    {
        Tree *p = build(l, r, a);
        root.push_back(p);
    }
    Tree* build(int l, int r, int a[])
    {
        Tree *p = new Tree;
        if(l == r)
        {
            p->data = a[l];
            return p;
        }
        int mid = (l + r) >> 1;
        p->ls = build(l, mid, a);
        p->rs = build(mid + 1, r, a);
        return p;
    }
    Tree *insert(Tree *tr, int l, int r, int pos, int d)
    {
        Tree *p = new Tree;
        (*p) = (*tr);
        if(l == r)
        {
            p->data = d;
            return p;
        }
        int mid = (l + r) >> 1;
        if(pos <= mid)
            p->ls = insert(tr->ls, l, mid, pos, d);
        else
            p->rs = insert(tr->rs, mid + 1, r, pos, d);
        return p;
    }
    int query(Tree *tr, int l, int r, int pos)
    {
        if(l == r)
        {
            return tr->data;
        }
        int mid = (l + r) >> 1;
        if(pos <= mid)
            return query(tr->ls, l, mid, pos);
        else
            return query(tr->rs, mid + 1, r, pos);
    }
};
```

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}
void change(int tr, int l, int r, int pos, int d)
{
    Tree *p = insert(root[tr], l, r, pos, d);
    root.push_back(p);
}
int ask(int tr, int l, int r, int pos)
{
    return query(root[tr], l, r, pos);
}
void copy(int id)
{
    root.push_back(root[id]);
}
};
int n, m;
int a[MAXN];
int main()
{
    scanf("%d %d", &n, &m);
    for(int i = 1; i <= n; ++i)
    {
        scanf("%d", &a[i]);
    }
    segment_tree TREE(1, n, a);
    for(int i = 1; i <= m; ++i)
    {
        int v, opt, id, d;
        scanf("%d %d %d", &v, &opt, &id);
        if(opt == 1)
        {
            scanf("%d", &d);
            TREE.change(v, 1, n, id, d);
        }
        else
        {
            printf("%d\n", TREE.ask(v, 1, n, id));
            TREE.copy(v);
        }
    }
}

```