```
#include <iostream>
using namespace std;
int main() {
  int n, count;
  cin >> n;
  int array[n], visited[n];
  for(int i=0; i<n; i++){
     cin >> array[i];
  }
  for(int i=0; i<n; i++){
     if(visited[i] == 1)
        continue;
     count = 0;
     for(int j=0; j<n; j++){
        if(array[i] == array[j]){
          visited[i] = 1;
          count++;
       }
     }
     cout << array[i] << " => " << count << endl; }
  return 0;
}
```

```
#include <bits/stdc++.h>
using namespace std;
int main()
  int a[100], b[100], c[100], k = 0, n1, n2, l, i, j;
  cin >> n1;
  for (i = 0; i < n1; i++)
     cin >> a[i];
  cin >> n2;
  for (i = 0; i < n2; i++)
     cin >> b[i];
  for (i = 0; i < n1; i++)
  {
     for (j = 0; j < n2; j++)
        if (b[j] == a[i])
           break;
     }
     if (j == n2)
        for (I = 0; I < k; I++)
           if (c[l] == a[i])
              break;
        if (I == k)
```

```
c[k] = a[i];
    k++;
}

for (i = 0; i < k; i++)
{
    cout << c[i] << " ";
}

return 0;
}</pre>
```

```
#include<bits/stdc++.h>
using namespace std;
#define endl '\n'
#define II long long int
void solve() {
  int n; cin>> n;
  int arr[n], brr[n];
  for(int i=0; i<n; i++)
     cin >> arr[i];
  for(int i=0; i<n; i++) {
     cin >> brr[i];
  }
  int pre_arr[n+1];
  pre_arr[0] = arr[0];
  for(int i=1; i<n; i++)
     pre_arr[i] = pre_arr[i-1]+ arr[i];
```

```
int pre_brr[n+1];
  pre_brr[0] = brr[0];
  for(int i=1; i<n; i++)
     pre_brr[i] = pre_brr[i-1] + brr[i];
  int ans;
  int q; cin>> q;
  while(q--) {
     int I; cin>> I;
     ans = pre_arr[l] - pre_brr[l];
      //cout << ans << endl;
     (ans >= 0) ? cout << 1 <<" " : cout << 0 << " ";
  }
  cout << endl;
}
int main()
{
  ios_base::sync_with_stdio(false);
  cin.tie(0); cout.tie(0);
  int t; cin>> t;
  while(t--) {
     solve();
  }
  return 0;
}
```

```
#include<bits/stdc++.h>
using namespace std;
#define endl '\n'
#define size 100
// input the matrix...
void input_arr(int arr[][size], int n, int m) {
  for(int i=0; i<n; i++) {
     for(int j=0; j<m; j++) {
        cin >>arr[i][j];
     }
  }
}
// print matrix...
void print matrix(int arr[][size], int n, int m) {
    for(int i=0; i<n; i++) {
     for(int j=0; j<m; j++) {
        cout << arr[i][j] <<" ";
     }
     cout << endl;
  }
}
void solution(int arr[][size], int n, int m) {
  int freq[size] = \{0\};
  for(int i=0; i<n; i++) {
     for(int j=0; j<m; j++) {
         //freq[arr[i][j]]++;
        if(freq[arr[i][j]]++>0)
           arr[i][j] = -1;
        else
           freq[arr[i][j]]++;
     }
  }
```

```
int main()
{
  int arr[size][size], n, m;
  cin >> n >> m;

  input_arr(arr, n,m);
  solution(arr,n, m);
  print_matrix(arr,n, m);

  return 0;
}
```

```
#include<iostream>
using namespace std;

int main()
{
    int n;
    cin>>n;
    int a[n][n];
    for(int i=0;i<n;i++){
        for(int j=0;j<n;j++){
        cin>>a[i][j];
        }
        int t=0;

        for(int j=0;j<n;j++){
        cout<<a[0][j]<<" ";
        }
        cout<<endl;
}</pre>
```

```
cout<<t;
  // cout<<sum<<endl;
  for(int j=0; j<(n/2); j++){
  cout<<a[0][j]<<" ";
  t + = a[0][j];
  //cout<<sum;
   for(int j=0;j< n;j++){
  if (j==n/2) continue;
  t + = a[n/2][j];
   for(int j=(n/2)+1; j< n; j++){
  t+=a[n-1][j];
  for(int i=0;i<n;i++){
  t + = a[i][n/2];
  for(int i=0;i< n/2;i++){
  t + = a[i][n-1];
  for(int i=(n/2)+1; i< n; i++){
  t + = a[i][0];
  cout<<t;
}
```

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

```
class Node
{
public:
  int value;
  Node* next;
  Node(int val)
     this->value=val;
     this->next=NULL;
};
void array_input(int a[],int n)
{
  for(int i=0; i<n; i++)
     cin>>a[i];
}
void display(Node* head)
{
  if(head==NULL)
     cout<<"list is empty"<<endl;
  }
  while(head!=NULL)
     cout<<head->value;
     head=head->next;
     if(head!=NULL)
       cout<<" -> ";
  cout<<endl<<endl;
}
```

```
void insertValue(Node* &head,int val)
{
  Node *newNode=new Node(val);
  if(head==NULL)
    head=newNode;
    return;
  Node* temp=head;
  while(temp->next!=NULL)
    temp=temp->next;
  temp->next=newNode;
}
Node *reverseNodesofk(Node *head, int k)
{
  if (!head)
    return NULL;
  Node *current = head;
  Node *next = NULL;
  Node *prev = NULL;
  int count = 0;
  while (current != NULL && count < k)
    next = current->next;
    current->next = prev;
    prev = current;
    current = next;
    count++;
  }
  if (next != NULL)
    head->next = reverseNodesofk(next, k);
```

```
return prev;
}

int main()
{
    int n;
    cin>>n;
    int a[n];
    array_input(a,n);
    int pos;
    cin>>pos;
    Node* head=NULL;
    for(int i=0; i<n; i++)
    {
        insertValue(head,a[i]);
    }
    head=reverseNodesofk(head,pos);
    display(head);
}</pre>
```

```
#include <iostream>
using namespace std;
# define endl '\n'
int n,I[100],r[100],Ift[101],Is;
void parina(){
```

```
cin>>n;
  for(int i=1;i \le n;++i){
     cin>>l[i],r[i];
     if(!|[i])|ft[++|s]=i;
  }
   for(int i=1,j; i<ls;++i){
     for(j=lft[i]; r[j]!=0; j=r[j]);
     r[j]=lft[i+1];
     I[Ift[i+1]]=j;
  for (int i=1; i<=n; ++i){
     cout<<l[i]<<" "<<r[i]<<endl;
  }
int main() {
  ios_base::sync_with_stdio(false);
  cin.tie(0);cout.tie(0);
  parina();
  return 0;
}
```