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```
#include<iostream>
#include<algorithm>
#include<cmath>
#include<utility>
using namespace std;
struct Interval{
int st;
int et;
};
bool compare(Interval i1,Interval i2){
 return i1.st > i2.st;
}
int main(){ //Interval arr[] = \{\{6,4\}, \{3,4\}, \{4,6\}, \{8,13\}\};
 //sort(arr,arr+4,compare);
 int arr[] = \{1,3,2,5,7,6\};
 sort(arr, arr+6);
 for(int i=0;i<6;i++){
 cout<<arr[i] << " ";
 }
 cout << end1;
 cout << binary_search(arr,arr+6,2);</pre>
 cout<<endl;
 cout<<lower_bound(arr,arr+6,3) - arr;</pre>
 cout<<endl;
 cout<<upper_bound(arr,arr+6,3) - arr;</pre>
 cout<<endl;
 cout << end1;
 cout << __gcd(10,6) << endl;
 cout<<pow(2.2,5)<<endl;</pre>
 int x=10;
 int y=12;
 swap(x,y);
 cout<<x<<endl;
 cout<<y<<endl;
 cout<<min(14,18)<<endl;</pre>
 // for(int i=0;i<4;i++){</pre>
 // cout << arr[i].st << " : " << arr[i].et << endl;
 // }
 return 0;
}
```