```
#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<<endl;
 cout << binary_search(arr,arr+6,2);
 cout<<endl;

 cout<<lower_bound(arr,arr+6,3) - arr;
 cout<<endl;

 cout<<upper_bound(arr,arr+6,3) - arr;
 cout<<endl;

 cout<<endl;

 cout<<__gcd(10,6)<<endl;

 cout<<pow(2.2,5)<<endl;

 int x= 10;
 int y=12;
 swap(x,y);
 cout<<x<<endl;
 cout<<y<<endl;

 cout<<min(14,18)<<endl;
```

```
  // for(int i=0;i<4;i++){
 //  cout << arr[i].st << " : " << arr[i].et << endl;
 // }
 return 0;
}
```