

Competitive Programming Notebook

Programadores Roblox

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1 DP

1.1 Lis

1.2 Lcs

1.3 Knapsack

```

1 // dp[i][j] => i-esimo item com j-carga sobrando na
  mochila
2 // O(N * W)
3
4 for(int j = 0; j < MAXN; j++) {
5     dp[0][j] = 0;
6 }
7 for(int i = 1; i <= N; i++) {
8     for(int j = 0; j <= W; j++) {
9         if(items[i].first > j) {
10             dp[i][j] = dp[i-1][j];
11         }
12         else {
13             dp[i][j] = max(dp[i-1][j], dp[i-1][j-
14 items[i].first] + items[i].second);
15         }
16 }

```

2 String

3 Geometry

3.1 Point Location

```

1
2 int32_t main(){
3     sws;
4
5     int t; cin >> t;
6
7     while(t--){
8
9         int x1, y1, x2, y2, x3, y3; cin >> x1 >> y1
>> x2 >> y2 >> x3 >> y3;
10
11         int deltax1 = (x1-x2), deltax1 = (y1-y2);
12
13         int compx = (x1-x3), compy = (y1-y3);
14
15         int ans = (deltax1*compy) - (compx*deltax1);
16
17         if(ans == 0){cout << "TOUCH\n"; continue;}
18         if(ans < 0){cout << "RIGHT\n"; continue;}
19         if(ans > 0){cout << "LEFT\n"; continue;}
20     }
21     return 0;
22 }

```

3.2 Convex Hull

```

1 #include <bits/stdc++.h>
2
3 using namespace std;
4 #define int long long
5 typedef int cod;
6
7 struct point
8 {

```

```

9     cod x,y;
10     point(cod x = 0, cod y = 0): x(x), y(y)
11     {}
12
13     double modulo()
14     {
15         return sqrt(x*x + y*y);
16     }
17
18     point operator+(point o)
19     {
20         return point(x+o.x, y+o.y);
21     }
22     point operator-(point o)
23     {
24         return point(x - o.x , y - o.y);
25     }
26     point operator*(cod t)
27     {
28         return point(x*t, y*t);
29     }
30     point operator/(cod t)
31     {
32         return point(x/t, y/t);
33     }
34
35     cod operator*(point o)
36     {
37         return x*o.x + y*o.y;
38     }
39     cod operator^(point o)
40     {
41         return x*o.y - y * o.x;
42     }
43     bool operator<(point o)
44     {
45         if( x != o.x) return x < o.x;
46         return y < o.y;
47     }
48
49 };
50
51 int ccw(point p1, point p2, point p3)
52 {
53     cod cross = (p2-p1) ^ (p3-p1);
54     if(cross == 0) return 0;
55     else if(cross < 0) return -1;
56     else return 1;
57 }
58
59 vector <point> convex_hull(vector<point> p)
60 {
61     sort(p.begin(), p.end());
62     vector<point> L,U;
63
64     //Lower
65     for(auto pp : p)
66     {
67         while(L.size() >= 2 and ccw(L[L.size() - 2],
L.back(), pp) == -1)
68         {
69             // Ãl -1 pq eu nÃo quero excluir os
colineares
70             L.pop_back();
71         }
72         L.push_back(pp);
73     }
74
75     reverse(p.begin(), p.end());
76
77     //Upper
78     for(auto pp : p)
79     {

```

```

80     while(U.size() >= 2 and ccw(U[U.size()-2], U
      .back(), pp) == -1)
81     {
82         U.pop_back();
83     }
84     U.push_back(pp);
85 }
86
87 L.pop_back();
88 L.insert(L.end(), U.begin(), U.end()-1);
89 return L;
90 }
91
92 cod area(vector<point> v)
93 {
94     int ans = 0;
95     int aux = (int)v.size();
96     for(int i = 2; i < aux; i++)
97     {
98         ans += ((v[i] - v[0])^(v[i-1] - v[0]))/2;
99     }
100    ans = abs(ans);
101    return ans;
102 }
103
104 int bound(point p1 , point p2)
105 {
106     return __gcd(abs(p1.x-p2.x), abs(p1.y-p2.y));
107 }
108 //teorema de pick [pontos = A - (bound+points)/2 + 1]
109
110 int32_t main()
111 {
112
113     int n;
114     cin >> n;
115
116     vector<point> v(n);
117     for(int i = 0; i < n; i++)
118     {
119         cin >> v[i].x >> v[i].y;
120     }
121
122     vector<point> ch = convex_hull(v);
123
124     cout << ch.size() << '\n';
125     for(auto p : ch) cout << p.x << " " << p.y << "\n";
126
127     return 0;
128 }

```

3.3 Inside Polygon

```

1 // Convex O(logn)
2
3 bool insideT(point a, point b, point c, point e){
4     int x = ccw(a, b, e);
5     int y = ccw(b, c, e);
6     int z = ccw(c, a, e);
7     return !((x==1 or y==1 or z==1) and (x==-1 or y
      ==-1 or z==-1));
8 }
9
10 bool inside(vp &p, point e){ // ccw
11     int l=2, r=(int)p.size()-1;
12     while(l<r){
13         int mid = (l+r)/2;
14         if(ccw(p[0], p[mid], e) == 1)
15             l=mid+1;
16         else{
17             r=mid;
18         }

```

```

19     }
20     // bordo
21     // if(r==(int)p.size()-1 and ccw(p[0], p[r], e)
      ==0) return false;
22     // if(r==2 and ccw(p[0], p[1], e)==0) return
      false;
23     // if(ccw(p[r], p[r-1], e)==0) return false;
24     return insideT(p[0], p[r-1], p[r], e);
25 }
26
27 // Any O(n)
28
29 int inside(vp &p, point pp){
30     // 1 - inside / 0 - boundary / -1 - outside
31     int n = p.size();
32     for(int i=0;i<n;i++){
33         int j = (i+1)%n;
34         if(line({p[i], p[j]}).inside_seg(pp))
35             return 0;
36     }
37     int inter = 0;
38     for(int i=0;i<n;i++){
39         int j = (i+1)%n;
40         if(p[i].x <= pp.x and pp.x < p[j].x and ccw(p
      [i], p[j], pp)==1)
41             inter++; // up
42         elseif(p[j].x <= pp.x and pp.x < p[i].x and
      ccw(p[i], p[j], pp)==-1)
43             inter++; // down
44     }
45
46     if(inter%2==0) return -1; // outside
47     else return 1; // inside
48 }
49 }

```

4 Graph

4.1 Kruskal

```

1 // Ordena as arestas por peso, insere se ja nao
      estiver no mesmo componente
2 // O(E log E)
3
4 struct DSU {
5     vector<int> par, rank, sz;
6     int c;
7     DSU(int n) : par(n + 1), rank(n + 1, 0), sz(n +
      1, 1), c(n) {
8         for (int i = 1; i <= n; ++i) par[i] = i;
9     }
10    int find(int i) {
11        return (par[i] == i ? i : (par[i] = find(par[
      i])));
12    }
13    bool same(int i, int j) {
14        return find(i) == find(j);
15    }
16    int get_size(int i) {
17        return sz[find(i)];
18    }
19    int count() {
20        return c; // quantos componentes conexos
21    }
22    int merge(int i, int j) {
23        if ((i = find(i)) == (j = find(j))) return
      -1;
24        else --c;
25        if (rank[i] > rank[j]) swap(i, j);
26        par[i] = j;
27        sz[j] += sz[i];
28        if (rank[i] == rank[j]) rank[j]++;

```

```

29     return j;
30 }
31 };
32
33 struct Edge {
34     int u, v, w;
35     bool operator <(Edge const & other) {
36         return weight < other.weight;
37     }
38 }
39
40 vector<Edge> kruskal(int n, vector<Edge> edges) {
41     vector<Edge> mst;
42     DSU dsu = DSU(n + 1);
43     sort(edges.begin(), edges.end());
44     for (Edge e : edges) {
45         if (dsu.find(e.u) != dsu.find(e.v)) {
46             mst.push_back(e);
47             dsu.join(e.u, e.v);
48         }
49     }
50     return mst;
51 }

```

4.2 Topological Sort

```

1 vector<int> adj[MAXN];
2 vector<int> estado(MAXN); // 0: nao visitado 1:
   processamento 2: processado
3 vector<int> ordem;
4 bool temCiclo = false;
5
6 void dfs(int v) {
7     if(estado[v] == 1) {
8         temCiclo = true;
9         return;
10    }
11    if(estado[v] == 2) return;
12    estado[v] = 1;
13    for(auto &nei : adj[v]) {
14        if(estado[v] != 2) dfs(nei);
15    }
16    estado[v] = 2;
17    ordem.push_back(v);
18    return;

```

4.3 Floyd Warshall

```

1 // SSP e acha ciclos.
2 // Bom com constraints menores.
3 // O(n^3)
4
5 int dist[501][501];
6
7 void floydWarshall() {
8     for(int k = 0; k < n; k++) {
9         for(int i = 0; i < n; i++) {
10            for(int j = 0; j < n; j++) {
11                dist[i][j] = min(dist[i][j], dist[i][k]
12                                + dist[k][j]);
13            }
14        }
15    }
16    void solve() {
17        int m, q;
18        cin >> n >> m >> q;
19        for(int i = 0; i < n; i++) {
20            for(int j = i; j < n; j++) {
21                if(i == j) {
22                    dist[i][j] = dist[j][i] = 0;
23                } else {

```

```

24                    dist[i][j] = dist[j][i] = linf;
25                }
26            }
27        }
28        for(int i = 0; i < m; i++) {
29            int u, v, w;
30            cin >> u >> v >> w; u--; v--;
31            dist[u][v] = min(dist[u][v], w);
32            dist[v][u] = min(dist[v][u], w);
33        }
34        floydWarshall();
35        while(q--) {
36            int u, v;
37            cin >> u >> v; u--; v--;
38            if(dist[u][v] == linf) cout << -1 << '\n';
39            else cout << dist[u][v] << '\n';
40        }
41    }

```

4.4 Bellman Ford

```

1 struct Edge {
2     int u, v, w;
3 };
4
5 // se x = -1, não tem ciclo
6 // se x != -1, pegar pais de x pra formar o ciclo
7
8 int n, m;
9 vector<Edge> edges;
10 vector<int> dist(n);
11 vector<int> pai(n, -1);
12
13 for (int i = 0; i < n; i++) {
14     x = -1;
15     for (Edge &e : edges) {
16         if (dist[e.u] + e.w < dist[e.v]) {
17             dist[e.v] = max(-INF, dist[e.u] + e.w);
18             pai[e.v] = e.u;
19             x = e.v;
20         }
21     }
22 }
23
24 // achando caminho (se precisar)
25 for (int i = 0; i < n; i++) x = pai[x];
26
27 vector<int> ciclo;
28 for (int v = x; v = pai[v]) {
29     ciclo.push_back(v);
30     if (v == x && ciclo.size() > 1) break;
31 }
32 reverse(ciclo.begin(), ciclo.end());

```

4.5 Dfs

```

1 int dfs(int x, int p) {
2     for (auto e : adj[x]) {
3         if (e != p) {
4             dfs(e, x);
5         }
6     }
7 }

```

4.6 Dijkstra

```

1 // SSP com pesos positivos.
2 // O((V + E) log V).
3
4 vector<int> dijkstra(int S) {
5     vector<bool> vis(MAXN, 0);

```

```

6 vector<ll> dist(MAXN, LLONG_MAX);
7 dist[S] = 0;
8 priority_queue<pii, vector<pii>, greater<pii>> pq
;
9 pq.push({0, S});
10 while(pq.size()) {
11     ll v = pq.top().second;
12     pq.pop();
13     if(vis[v]) continue;
14     vis[v] = 1;
15     for(auto &[peso, vizinho] : adj[v]) {
16         if(dist[vizinho] > dist[v] + peso) {
17             dist[vizinho] = dist[v] + peso;
18             pq.push({dist[vizinho], vizinho});
19         }
20     }
21 }
22 return dist;
23 }

```

5 Math

5.1 Crivo

```

1 // O(n*log(log(n)))
2 bool composto[MAX]
3 for(int i = 1; i <= n; i++) {
4     if(composto[i]) continue;
5     for(int j = 2*i; j <= n; j += i)
6         composto[j] = 1;
7 }

```

5.2 Exgcd

```

1 // O retorno da funcao eh {n, m, g}
2 // e significa que gcd(a, b) = g e
3 // n e m sao inteiros tais que an + bm = g
4 array<ll, 3> exgcd(int a, int b) {
5     if(b == 0) return {1, 0, a};
6     auto [m, n, g] = exgcd(b, a % b);
7     return {n, m - a / b * n, g};
8 }

```

5.3 Fexp

```

1 // a^e mod m
2 // O(log n)
3
4 ll fexp(ll a, ll e, ll m) {
5     a %= m;
6     ll ans = 1;
7     while (e > 0){
8         if (e & 1) ans = ansa % m;
9         a = aa % m;
10        e /= 2;
11    }
12    return ans%m;
13 }

```

5.4 Equacao Diofantina

```

1 // resolve equacao ax + by = c
2 // retorno {existe sol., x, y, g}
3 array<ll, 4> find_any_solution(ll a, ll b, ll c) {
4     auto [x, y, g] = exgcd(a, b);
5     if (c % g) return {false, 0, 0, 0};
6     x *= c / g;
7     y *= c / g;
8     return {true, x, y, g};
9 }

```

6 DS

6.1 Ordered Set E Map

```

1
2 #include<ext/pb_ds/assoc_container.hpp>
3 #include<ext/pb_ds/tree_policy.hpp>
4 using namespace __gnu_pbds;
5 using namespace std;
6
7 template<typename T> using ordered_multiset = tree<T,
8     null_type, less_equal<T>, rb_tree_tag,
9     tree_order_statistics_node_update>;
10 template <typename T> using o_set = tree<T, null_type
11     , less<T>, rb_tree_tag,
12     tree_order_statistics_node_update>;
13 template <typename T, typename R> using o_map = tree<
14     T, R, less<T>, rb_tree_tag,
15     tree_order_statistics_node_update>;
16
17 int main() {
18     int i, j, k, n, m;
19     o_set<int>st;
20     st.insert(1);
21     st.insert(2);
22     cout << *st.find_by_order(0) << endl; /// k-esimo
23         elemento
24     cout << st.order_of_key(2) << endl; ///numero de
25         elementos menores que k
26     o_map<int, int>mp;
27     mp.insert({1, 10});
28     mp.insert({2, 20});
29     cout << mp.find_by_order(0)->second << endl; /// k-
30         esimo elemento
31     cout << mp.order_of_key(2) << endl; /// numero de
32         elementos (chave) menores que k
33     return 0;
34 }

```

6.2 Psum 2d

```

1 // entrada: matrix com ponto e X
2 // saber em O(1) quantidade de X em um retangulo
3
4 vector<vector<int>> v(n+1, vector<int>(n+1, 0));
5
6 for (int i=1; i<n+1; i++){
7     for (int j=1; j<n+1; j++){
8         char x; cin >> x;
9         if (x == 'X') v[i][j] += 1 + v[i][j-1] + v[i
10             -1][j] - v[i-1][j-1];
11         else v[i][j] = v[i][j-1] + v[i-1][j] - v[i
12             -1][j-1];
13     }
14 }
15
16 // Pegar retângulo (x, y) - (z, w)
17 // ponto superior esquerdo e inferior direito
18
19 cin >> x >> y >> z >> w;
20 cout << v[z][w] - v[x-1][w] - v[z][y-1] + v[x-1][y-1]
21     << endl;

```

6.3 Dsu

```

1 struct DSU {
2     vector<int> par, rank, sz;
3     int c;
4     DSU(int n) : par(n + 1), rank(n + 1, 0), sz(n +
5         1, 1), c(n) {
6         for (int i = 1; i <= n; ++i) par[i] = i;
7     }
8 }

```

```

6     }
7     int find(int i) {
8         return (par[i] == i ? i : (par[i] = find(par[
9     ])));
10    }
11    bool same(int i, int j) {
12        return find(i) == find(j);
13    }
14    int get_size(int i) {
15        return sz[find(i)];
16    }
17    int count() {
18        return c; // quantos componentes conexos
19    }
20    int merge(int i, int j) {
21        if ((i = find(i)) == (j = find(j))) return
22        -1;
23        else --c;
24        if (rank[i] > rank[j]) swap(i, j);
25        par[i] = j;
26        sz[j] += sz[i];
27        if (rank[i] == rank[j]) rank[j]++;
28        return j;
29    }
30 }

```

6.4 Segtree Sum

```

1 struct SegTree {
2     ll merge(ll a, ll b) { return a + b; }
3     const ll neutral = 0;
4     int n;
5     vector<ll> t, lazy;
6     vector<bool> replace;
7     inline int lc(int p) { return p * 2; }
8     inline int rc(int p) { return p * 2 + 1; }
9     void push(int p, int l, int r) {
10        if (replace[p]) {
11            t[p] = lazy[p] * (r - l + 1);
12            if (l != r) {
13                lazy[lc(p)] = lazy[p];
14                lazy[rc(p)] = lazy[p];
15                replace[lc(p)] = true;
16                replace[rc(p)] = true;
17            }
18        } else if (lazy[p] != 0) {
19            t[p] += lazy[p] * (r - l + 1);
20            if (l != r) {
21                lazy[lc(p)] += lazy[p];
22                lazy[rc(p)] += lazy[p];
23            }
24        }
25        replace[p] = false;
26        lazy[p] = 0;
27    }
28    void build(int p, int l, int r, const vector<ll>
29    &v) {
30        if (l == r) {
31            t[p] = v[l];
32        } else {
33            int mid = (l + r) / 2;
34            build(lc(p), l, mid, v);
35            build(rc(p), mid + 1, r, v);
36            t[p] = merge(t[lc(p)], t[rc(p)]);
37        }
38    }
39    void build(int _n) {
40        n = _n;
41        t.assign(n * 4, neutral);
42        lazy.assign(n * 4, 0);
43        replace.assign(n * 4, false);
44    }
45    void build(const vector<ll> &v) {

```

```

45        n = (int)v.size();
46        t.assign(n * 4, neutral);
47        lazy.assign(n * 4, 0);
48        replace.assign(n * 4, false);
49        build(1, 0, n - 1, v);
50    }
51    void build(ll *bg, ll *en) {
52        build(vector<ll>(bg, en));
53    }
54    ll query(int p, int l, int r, int L, int R) {
55        push(p, l, r);
56        if (l > R || r < L) return neutral;
57        if (l >= L && r <= R) return t[p];
58        int mid = (l + r) / 2;
59        auto ql = query(lc(p), l, mid, L, R);
60        auto qr = query(rc(p), mid + 1, r, L, R);
61        return merge(ql, qr);
62    }
63    ll query(int l, int r) { return query(1, 0, n -
64    1, l, r); }
65    void update(int p, int l, int r, int L, int R, ll
66    val, bool repl = 0) {
67        push(p, l, r);
68        if (l > R || r < L) return;
69        if (l >= L && r <= R) {
70            lazy[p] = val;
71            replace[p] = repl;
72            push(p, l, r);
73        } else {
74            int mid = (l + r) / 2;
75            update(lc(p), l, mid, L, R, val, repl);
76            update(rc(p), mid + 1, r, L, R, val, repl);
77        }
78        t[p] = merge(t[lc(p)], t[rc(p)]);
79    }
80    void sumUpdate(int l, int r, ll val) { update(1,
81    0, n - 1, l, r, val, 0); }
82    void assignUpdate(int l, int r, ll val) { update
83    (1, 0, n - 1, l, r, val, 1); }
84 } segsum;

```

6.5 Bit

```

1 class BIT {
2     vector<int> bit;
3     int n;
4     int sum(int idx) {
5         int result = 0;
6         while (idx > 0) {
7             result += bit[idx];
8             idx -= idx & -idx;
9         }
10        return result;
11    }
12    public:
13    BIT(int size) {
14        n = size;
15        bit.assign(n + 1, 0); // BIT indexada em 1
16    }
17    void update(int idx, int delta) {
18        while (idx <= n) {
19            bit[idx] += delta;
20            idx += idx & -idx;
21        }
22    }
23    int query(int idx) {
24        return sum(idx);
25    }
26    int range_query(int l, int r) {
27        return sum(r) - sum(l - 1);
28    }
29 }

```

```

30 };
31
32 BIT fenwick(n);
33 for(int i = 1; i <= n; i++) {
34     fenwick.update(i, arr[i]);
35 }

```

6.6 Segtree Gcd

```

1 int gcd(int a, int b) {
2     if (b == 0)
3         return a;
4     return gcd(b, a % b);
5 }
6
7 class SegmentTreeGCD {
8 private:
9     vector<int> tree;
10    int n;
11
12    void build(const vector<int>& arr, int node, int
13    start, int end) {
14        if (start == end) {
15            tree[node] = arr[start];
16        } else {
17            int mid = (start + end) / 2;
18            build(arr, 2 * node + 1, start, mid);
19            build(arr, 2 * node + 2, mid + 1, end);
20            tree[node] = gcd(tree[2 * node + 1], tree
21            [2 * node + 2]);
22        }
23    }
24
25    void update(int node, int start, int end, int idx
26    , int value) {
27        if (start == end) {
28            tree[node] = value;
29        } else {
30            int mid = (start + end) / 2;
31            if (idx <= mid) {
32                update(2 * node + 1, start, mid, idx,
33                value);
34            } else {
35                update(2 * node + 2, mid + 1, end,
36                idx, value);
37            }
38            tree[node] = gcd(tree[2 * node + 1], tree
39            [2 * node + 2]);
40        }
41    }
42
43    int query(int node, int start, int end, int l,
44    int r) {
45        if (r < start || l > end) {
46            return 0;
47        }
48        if (l <= start && end <= r) {
49            return tree[node];
50        }
51        int mid = (start + end) / 2;
52        int left_gcd = query(2 * node + 1, start, mid
53        , l, r);
54        int right_gcd = query(2 * node + 2, mid + 1,
55        end, l, r);
56        return gcd(left_gcd, right_gcd);
57    }
58 public:
59    SegmentTreeGCD(const vector<int>& arr) {
60        n = arr.size();
61        tree.resize(4 * n);
62        build(arr, 0, 0, n - 1);
63    }
64 }

```

```

56 void update(int idx, int value) {
57     update(0, 0, n - 1, idx, value);
58 }
59 int query(int l, int r) {
60     return query(0, 0, n - 1, l, r);
61 }
62 };

```

7 Search

7.1 Dfs

```

1 // Printa os nÃss na ordem em que sÃo visitados
2 // Explora os nÃss em profundidade
3 // Complexidade: O(V+A) V = vÃrtices e A = arestas
4 // Espaço: O(V)
5 // Uso: explorar caminhos e backtracking
6
7 void dfs(vector<vector<int>>& grafo, int inicio){
8     set<int> visited;
9     stack<int> pilha;
10
11     pilha.push(inicio);
12
13     while(!pilha.empty()){
14         int cur = pilha.top();
15         pilha.pop();
16
17         if(visited.find(cur) == visited.end()){
18             cout << cur << " ";
19             visited.insert(cur);
20
21             for(int vizinho: grafo[cur]){
22                 if(visited.find(vizinho) == visited.
23                 end()){
24                     pilha.push(vizinho);
25                 }
26             }
27         }
28     }
29 }

```

7.2 Bfs

```

1 // Printa os nÃss na ordem em que sÃo visitados
2 // Explora os nÃss em largura (camadas)
3 // Complexidade: O(V+A) V = vÃrtices e A = arestas
4 // Espaço: O(V)
5 // Uso: busca pelo caminho mais curto
6
7 void bfs(vector<vector<int>>& grafo, int inicio){
8     set<int> visited;
9     queue<int> fila;
10
11     fila.push(inicio);
12     visited.insert(inicio);
13
14     while(!fila.empty()){
15         int cur = fila.front();
16         fila.pop();
17
18         cout << cur << " "; // printa o nÃss atual
19
20         for(int vizinho: grafo[cur]){
21             if(visited.find(vizinho) == visited.end()
22             ){
23                 fila.push(vizinho);
24                 visited.insert(vizinho);
25             }
26         }
27     }
28 }

```

8 Primitives

9 General

9.1 Struct

```

1 struct Pessoa{
2     // Atributos
3     string nome;
4     int idade;
5
6     // Comparador
7     bool operator< (const Pessoa& other) const{
8         if(idade != other.idade) return idade > other
          .idade;
9         else return nome > other.nome;
10    }
11 }
```

9.2 Bitwise

```

1 int check_kth_bit(int x, int k) {
2     return (x >> k) & 1;
3 }
4
5 void print_on_bits(int x) {
6     for (int k = 0; k < 32; k++) {
7         if (check_kth_bit(x, k)) {
8             cout << k << ' ';
9         }
10    }
```

```

11    cout << '\n';
12 }
13
14 int count_on_bits(int x) {
15     int ans = 0;
16     for (int k = 0; k < 32; k++) {
17         if (check_kth_bit(x, k)) {
18             ans++;
19         }
20     }
21     return ans;
22 }
23
24 bool is_even(int x) {
25     return ((x & 1) == 0);
26 }
27
28 int set_kth_bit(int x, int k) {
29     return x | (1 << k);
30 }
31
32 int unset_kth_bit(int x, int k) {
33     return x & ~(1 << k);
34 }
35
36 int toggle_kth_bit(int x, int k) {
37     return x ^ (1 << k);
38 }
39
40 bool check_power_of_2(int x) {
41     return count_on_bits(x) == 1;
42 }
```