Competitive Programming Notebook

Programadores Roblox

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4.1 Dijkstra

```cpp
// Caminho mÃηnimo com pesos positivos.
// Complexidade: O((V + E) log V).
vector<int> dijkstra(int S) {
    vector<bool> vis(MAXN, 0);
    vector<ll> dist(MAXN, LLONG_MAX);
    dist[S] = 0;
    priority_queue<pii, vector<pii>, greater<pii>> pq;
    pq.push({0, S});
    while(pq.size()) {
        ll v = pq.top().second;
        pq.pop();
        if(vis[v]) continue;
        vis[v] = 1;
        for(auto &[peso, vizinho] : adj[v]) {
            if(dist[vizinho] > dist[v] + peso) {
                dist[vizinho] = dist[v] + peso;
                pq.push({dist[vizinho], vizinho});
            }
        }
    }
    return dist;
}
```

5 Math

5.1 Fexp

```cpp
// a^e mod m
// O(log n)

ll fexp(ll a, ll e, ll m) {
    a %= m;
    ll ans = 1;
    while (e > 0){
        if (e & 1) ans = ansa % m;
        a = aa % m;
        e /= 2;
    }
    return ans%m;
}
```

6 DS

7 Primitives

8 General

8.1 Bitwise

```cpp
int check_kth_bit(int x, int k) {
  return (x >> k) & 1;
}

void print_on_bits(int x) {
  for (int k = 0; k < 32; k++) {
    if (check_kth_bit(x, k)) {
      cout << k << ' ';
    }
  }
  cout << '\n';
}

int count_on_bits(int x) {
  int ans = 0;
  for (int k = 0; k < 32; k++) {
    if (check_kth_bit(x, k)) {
      ans++;
    }
  }
  return ans;
}

bool is_even(int x) {
  return ((x & 1) == 0);
}

int set_kth_bit(int x, int k) {
  return x | (1 << k);
}

int unset_kth_bit(int x, int k) {
  return x & (~(1 << k));
}

int toggle_kth_bit(int x, int k) {
  return x ^ (1 << k);
}

bool check_power_of_2(int x) {
  return count_on_bits(x) == 1;
}
```