

# Competitive Programming Notebook

Programadores Roblox

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# 1 String

## 1.1 Trie Ponteiros

```

1 // Trie por ponteiros
2 // Inserção, busca e consulta de prefixo em O(N)
3
4 struct Node {
5     Node *filhos[26] = {};
6     bool acaba = false;
7     int contador = 0;
8 };
9
10 void insere(string s, Node *raiz) {
11     Node *cur = raiz;
12     for(auto &c : s) {
13         cur->contador++;
14         if(cur->filhos[c - 'a'] != NULL) {
15             cur = cur->filhos[c - 'a'];
16             continue;
17         }
18         cur->filhos[c - 'a'] = new Node();
19         cur = cur->filhos[c - 'a'];
20     }
21     cur->contador++;
22     cur->acaba = true;
23 }
24
25 bool busca(string s, Node *raiz) {
26     Node *cur = raiz;
27     for(auto &c : s) {
28         if (cur->filhos[c - 'a'] != NULL) {
29             cur = cur->filhos[c - 'a'];
30             continue;
31         }
32         return false;
33     }
34     return cur->acaba;
35 }
36
37 // Retorna se o prefixo é quantas strings tem s como
38 // prefixo
39 int isPref(string s, Node *raiz) {
40     Node *cur = raiz;
41     for(auto &c : s) {
42         if (cur->filhos[c - 'a'] != NULL) {
43             cur = cur->filhos[c - 'a'];
44             continue;
45         }
46         return -1;
47     }
48     return cur->contador;
}

```

## 1.2 Trie

```

1 // Trie por array
2 // Inserção, busca e consulta de prefixo em O(N)
3
4 int trie[MAXN][26];
5 int tot_nos = 0;
6 vector<bool> acaba(MAXN, false);
7 vector<int> contador(MAXN, 0);
8
9 void insere(string s) {
10     int no = 0;
11     for(auto &c : s) {
12         if(trie[no][c - 'a'] == 0) {
13             trie[no][c - 'a'] = ++tot_nos;
14         }
15         no = trie[no][c - 'a'];
16         contador[no]++;
}

```

```

17     }
18     acaba[no] = true;
19 }
20
21 bool busca(string s) {
22     int no = 0;
23     for(auto &c : s) {
24         if(trie[no][c - 'a'] == 0) {
25             return false;
26         }
27         no = trie[no][c - 'a'];
28     }
29     return acaba[no];
30 }
31
32 int isPref(string s) {
33     int no = 0;
34     for(auto &c : s) {
35         if(trie[no][c - 'a'] == 0){
36             return -1;
37         }
38         no = trie[no][c - 'a'];
39     }
40     return contador[no];
41 }

```

## 1.3 Hashing

```

1 // String Hash template
2 // constructor(s) - O(|s|)
3 // query(l, r) - returns the hash of the range [l,r]
// from left to right - O(1)
4 // query_inv(l, r) from right to left - O(1)
5 // patrocinado por tiagodfs
6
7 struct Hash {
8     const int X = 2147483647;
9     const int MOD = 1e9+7;
10    int n; string s;
11    vector<int> h, hi, p;
12    Hash() {}
13    Hash(string s): s(s), n(s.size()), h(n), hi(n), p(n) {
14        for (int i=0;i<n;i++) p[i] = (i ? X*p[i-1]:1) %
MOD;
15        for (int i=0;i<n;i++)
16            h[i] = (s[i] + (i ? h[i-1]:0) * X) % MOD;
17        for (int i=n-1;i>=0;i--)
18            hi[i] = (s[i] + (i+1<n ? hi[i+1]:0) * X) %
MOD;
19    }
20    int query(int l, int r) {
21        int hash = (h[r] - (l ? h[l-1]*p[r-l+1]%MOD :
0));
22        return hash < 0 ? hash + MOD : hash;
23    }
24    int query_inv(int l, int r) {
25        int hash = (hi[l] - (r+1 < n ? hi[r+1]*p[r-l+1] % MOD : 0));
26        return hash < 0 ? hash + MOD : hash;
27    }
28 };

```

## 1.4 Lcs

```

1 int lcs(string &s1, string &s2) {
2     int m = s1.size();
3     int n = s2.size();
4
5     vector<vector<int>> dp(m + 1, vector<int>(n + 1,
0));
6

```

```

7     for (int i = 1; i <= m; ++i) {
8         for (int j = 1; j <= n; ++j) {
9             if (s1[i - 1] == s2[j - 1])
10                 dp[i][j] = dp[i - 1][j - 1] + 1;
11             else
12                 dp[i][j] = max(dp[i - 1][j], dp[i][j
13 - 1]);
14         }
15     }
16     return dp[m][n];
17 }
```

## 1.5 Countpermutations

```

1 // Returns the number of distinct permutations
2 // that are lexicographically less than the string t
3 // using the provided frequency (freq) of the
4 // characters
5 int countPermLess(vector<int> freq, const string &t)
{
6     int n = t.size();
7     int ans = 0;
8
9     vector<int> fact(n + 1, 1), invfact(n + 1, 1);
10    for (int i = 1; i <= n; i++)
11        fact[i] = (fact[i - 1] * i) % MOD;
12    invfact[n] = fexp(fact[n], MOD - 2, MOD);
13    for (int i = n - 1; i >= 0; i--)
14        invfact[i] = (invfact[i + 1] * (i + 1)) % MOD
15    ;
16
17    // For each position in t, try placing a letter
18    // smaller than t[i] that is in freq
19    for (int i = 0; i < n; i++) {
20        for (char c = 'a'; c < t[i]; c++) {
21            if (freq[c - 'a'] > 0) {
22                freq[c - 'a']--;
23                int ways = fact[n - i - 1];
24                for (int f : freq)
25                    ways = (ways * invfact[f]) % MOD;
26                ans = (ans + ways) % MOD;
27                freq[c - 'a']++;
28            }
29            if (freq[t[i] - 'a'] == 0) break;
30            freq[t[i] - 'a']--;
31        }
32    }
33    return ans;
34 }
```

## 1.6 Z Function

```

1 vector<int> z_function(string s) {
2     int n = s.size();
3     vector<int> z(n);
4     int l = 0, r = 0;
5     for(int i = 1; i < n; i++) {
6         if(i < r) {
7             z[i] = min(r - i, z[i - 1]);
8         }
9         while(i + z[i] < n && s[z[i]] == s[i + z[i]]) {
10             z[i]++;
11         }
12         if(i + z[i] > r) {
13             l = i;
14             r = i + z[i];
15         }
16     }
17     return z;
18 }
```

## 1.7 Kmp

```

1 vector<int> kmp(string s) {
2     int n = (int)s.length();
3     vector<int> p(n+1);
4     p[0] = -1;
5     for (int i = 1; i < n; i++) {
6         int j = p[i-1];
7         while (j >= 0 && s[j] != s[i-1])
8             j = p[j-1];
9         p[i] = j+1;
10    }
11    return p;
12 }
```

## 2 String copy

### 2.1 Trie Ponteiros

```

1 // Trie por ponteiros
2 // Inserção, busca e consulta de prefixo em O(N)
3
4 struct Node {
5     Node *filhos[26] = {};
6     bool acaba = false;
7     int contador = 0;
8 };
9
10 void insere(string s, Node *raiz) {
11     Node *cur = raiz;
12     for(auto &c : s) {
13         cur->contador++;
14         if(cur->filhos[c - 'a'] != NULL) {
15             cur = cur->filhos[c - 'a'];
16             continue;
17         }
18         cur->filhos[c - 'a'] = new Node();
19         cur = cur->filhos[c - 'a'];
20     }
21     cur->contador++;
22     cur->acaba = true;
23 }
24
25 bool busca(string s, Node *raiz) {
26     Node *cur = raiz;
27     for(auto &c : s) {
28         if (cur->filhos[c - 'a'] != NULL) {
29             cur = cur->filhos[c - 'a'];
30             continue;
31         }
32         return false;
33     }
34     return cur->acaba;
35 }
36
37 // Retorna se o prefixo e quantas strings tem s como
38 // prefixo
39 int isPref(string s, Node *raiz) {
40     Node *cur = raiz;
41     for(auto &c : s) {
42         if (cur->filhos[c - 'a'] != NULL) {
43             cur = cur->filhos[c - 'a'];
44             continue;
45         }
46         return -1;
47     }
48     return cur->contador;
49 }
```

## 2.2 Hashing

```

1 // String Hash template
2 // constructor(s) - O(|s|)
3 // query(l, r) - returns the hash of the range [l, r]
4 // from left to right - O(1)
5 // query_inv(l, r) from right to left - O(1)
6 // patrocinado por tiagodfs
7
8 mt19937 rng(time(nullptr));
9
10 struct Hash {
11     const int X = rng();
12     const int MOD = 1e9+7;
13     int n; string s;
14     vector<int> h, hi, p;
15     Hash() {}
16     Hash(string s): s(s), n(s.size()), h(n), hi(n), p(n) {
17         for (int i=0;i<n;i++) p[i] = (i ? X*p[i-1]:1) % MOD;
18         for (int i=0;i<n;i++)
19             h[i] = (s[i] + (i ? h[i-1]:0) * X) % MOD;
20         for (int i=n-1;i>=0;i--)
21             hi[i] = (s[i] + (i+1<n ? hi[i+1]:0) * X) % MOD;
22     }
23     int query(int l, int r) {
24         int hash = (h[r] - (l ? h[l-1]*p[r-l+1]:0) % MOD : 0));
25         return hash < 0 ? hash + MOD : hash;
26     }
27     int query_inv(int l, int r) {
28         int hash = (hi[l] - (r+1 < n ? hi[r+1]*p[r-l+1]:0) % MOD : 0));
29         return hash < 0 ? hash + MOD : hash;
30     }
}

```

## 2.3 Lcs

```

1 int lcs(string &s1, string &s2) {
2     int m = s1.size();
3     int n = s2.size();
4
5     vector<vector<int>> dp(m + 1, vector<int>(n + 1, 0));
6
7     for (int i = 1; i <= m; ++i) {
8         for (int j = 1; j <= n; ++j) {
9             if (s1[i - 1] == s2[j - 1])
10                 dp[i][j] = dp[i - 1][j - 1] + 1;
11             else
12                 dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);
13         }
14     }
15
16     return dp[m][n];
17 }

```

## 2.4 Countpermutations

```

1 // Returns the number of distinct permutations
2 // that are lexicographically less than the string t
3 // using the provided frequency (freq) of the
4 // characters
5 int countPermLess(vector<int> freq, const string &t)
{
6     int n = t.size();
7     int ans = 0;

```

```

8         vector<int> fact(n + 1, 1), invfact(n + 1, 1);
9
10        for (int i = 1; i <= n; i++)
11            fact[i] = (fact[i - 1] * i) % MOD;
12        invfact[n] = fexp(fact[n], MOD - 2, MOD);
13        for (int i = n - 1; i >= 0; i--)
14            invfact[i] = (invfact[i + 1] * (i + 1)) % MOD;
15
16        // For each position in t, try placing a letter
17        // smaller than t[i] that is in freq
18        for (int i = 0; i < n; i++) {
19            for (char c = 'a'; c < t[i]; c++) {
20                if (freq[c - 'a'] > 0) {
21                    freq[c - 'a']--;
22                    int ways = fact[n - i - 1];
23                    for (int f : freq)
24                        ways = (ways * invfact[f]) % MOD;
25                    ans = (ans + ways) % MOD;
26                    freq[c - 'a']++;
27                }
28                if (freq[t[i] - 'a'] == 0) break;
29                freq[t[i] - 'a']--;
30            }
31        }
32    }

```

## 2.5 Z Function

```

1 vector<int> z_function(string s) {
2     int n = s.size();
3     vector<int> z(n);
4     int l = 0, r = 0;
5     for(int i = 1; i < n; i++) {
6         if(i < r) {
7             z[i] = min(r - i, z[i - 1]);
8         }
9         while(i + z[i] < n && s[z[i]] == s[i + z[i]]) {
10             z[i]++;
11         }
12         if(i + z[i] > r) {
13             l = i;
14             r = i + z[i];
15         }
16     }
17     return z;
18 }

```

## 2.6 Kmp

```

1 vector<int> kmp(string s) {
2     int n = (int)s.length();
3     vector<int> p(n+1);
4     p[0] = -1;
5     for (int i = 1; i < n; i++) {
6         int j = p[i-1];
7         while (j >= 0 && s[j] != s[i-1])
8             j = p[j-1];
9         p[i] = j+1;
10    }
11    return p;
12 }

```

## 3 DS

### 3.1 Segtree Iterativa

```

1 // Exemplo de uso:
2 // SegTree<int> st(vetor);

```

```

3 // range query e point update
4
5 template <typename T>
6 struct SegTree {
7     int n;
8     vector<T> tree;
9     T neutral_value = 0;
10    T combine(T a, T b) {
11        return a + b;
12    }
13
14    SegTree(const vector<T>& data) {
15        n = data.size();
16        tree.resize(2 * n, neutral_value);
17
18        for (int i = 0; i < n; i++)
19            tree[n + i] = data[i];
20
21        for (int i = n - 1; i > 0; --i)
22            tree[i] = combine(tree[i * 2], tree[i * 2
23                + 1]);
24    }
25
26    T range_query(int l, int r) {
27        T res_l = neutral_value, res_r =
28        neutral_value;
29
30        for (l += n, r += n + 1; l < r; l >>= 1, r
31        >>= 1) {
32            if (l & 1) res_l = combine(res_l, tree[l
33                ++]);
34            if (r & 1) res_r = combine(tree[--r],
35                res_r);
36        }
37
38        return combine(res_l, res_r);
39    }
40
41    void update(int pos, T new_val) {
42        tree[pos += n] = new_val;
43
44        for (pos >>= 1; pos > 0; pos >>= 1)
45            tree[pos] = combine(tree[2 * pos], tree[2
46                * pos + 1]);
47    }
48
49    void update(int node, int start, int end, int idx,
50    int value) {
51        if (start == end) {
52            tree[node] = value;
53        } else {
54            int mid = (start + end) / 2;
55            if (idx <= mid) {
56                update(2 * node + 1, start, mid, idx,
57                value);
58            } else {
59                update(2 * node + 2, mid + 1, end,
60                idx, value);
61            }
62            tree[node] = gcd(tree[2 * node + 1], tree
63                [2 * node + 2]);
64        }
65    }
66
67    int query(int node, int start, int end, int l,
68    int r) {
69        if (r < start || l > end) {
70            return 0;
71        }
72        if (l <= start && end <= r) {
73            return tree[node];
74        }
75        int mid = (start + end) / 2;
76        int left_gcd = query(2 * node + 1, start, mid
77            , l, r);
78        int right_gcd = query(2 * node + 2, mid + 1,
79            end, l, r);
80        return gcd(left_gcd, right_gcd);
81    }
82
83    public:
84    SegmentTreeGCD(const vector<int>& arr) {
85        n = arr.size();
86        tree.resize(4 * n);
87        build(arr, 0, 0, n - 1);
88    }
89    void update(int idx, int value) {
90        update(0, 0, n - 1, idx, value);
91    }
92    int query(int l, int r) {
93        return query(0, 0, n - 1, l, r);
94    }

```

### 3.2 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 start, int end) {
13        if (start == end)
14            tree[node] = arr[start];
15        else {
16            int mid = (start + end) / 2;
17            build(arr, start, mid);
18            build(arr, mid + 1, end);
19            tree[node] = gcd(tree[2 * node], tree[2 * node + 1]);
20        }
21    }
22}
```

### 3.3 Merge Sort Tree

```

struct SegTree {
    int n;
    vector<vector<int>> tree;

    SegTree(vector<int> &a) {
        n = a.size();
        tree.resize(4 * n);
        build(1, 0, n - 1, a);
    }

    void build(int x, int lx, int rx, vector<int> &a)
    {
        if (lx == rx) {
            tree[x] = { a[lx] };
            return;
        }
        int mid = lx + (rx - lx)/2;
        build(2 * x, lx, mid, a);
        build(2 * x + 1, mid + 1, rx, a);
        auto &L = tree[2 * x], &R = tree[2 * x + 1];
        tree[x].resize(L.size() + R.size());
        merge(L.begin(), L.end(), R.begin(), R.end(),
              tree[x].begin());
    }
};

```

```

22 }
23
24 int query(int x, int lx, int rx, int l, int r) {
25     if (lx >= l && rx <= r) {
26         auto &v = tree[x];
27         return v.end() - upper_bound(v.begin(), v
28             .end(), r);
29     }
30     if (rx < l || lx > r) {
31         return 0;
32     }
33     int mid = lx + (rx - lx)/2;
34     return query(2 * x, lx, mid, l, r) + query(2
35     * x + 1, mid + 1, rx, l, r);
36 }
37
38 int query(int l, int r) {
39     return query(1, 0, n - 1, l, r);
40 }
41 // Checar se o range é todo distinto
42 // Cada cara e sua próxima aparição a direita,
43 // conta quantos caras que a próxima aparição a
44 // direita ta dentro do range ainda
45 vector<int> nr(n);
46 map<int, int> mp;
47 for (int i = n - 1; i >= 0; i--) {
48     auto it = mp.find(a[i]);
49     nr[i] = it != mp.end() ? it->second : n;
50     mp[a[i]] = i;
51 }
52 SegTree seg(nr);

```

### 3.4 Ordered Set E Map

```

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

```

### 3.5 Sparse Table

```

1 // 1-index, 0(1)
2 struct SparseTable {
3     vector<vector<int>> st;
4     int max_log;
5     SparseTable(vector<int>& arr) {
6         int n = arr.size();
7         max_log = floor(log2(n)) + 1;
8         st.resize(n, vector<int>(max_log));
9         for (int i = 0; i < n; i++) {
10             st[i][0] = arr[i];
11         }
12         for (int j = 1; j < max_log; j++) {
13             for (int i = 0; i + (1 << j) <= n; i++) {
14                 st[i][j] = max(st[i][j - 1], st[i +
15                 (1 << (j - 1))][j - 1]);
16             }
17         }
18     }
19     int query(int L, int R) {
20         int tamanho = R - L + 1;
21         int k = floor(log2(tamanho));
22         return max(st[L][k], st[R - (1 << k) + 1][k]);
23     }

```

### 3.6 Psum 2d

```

1 vector<vector<int>> psum(h+1, vector<int>(w+1, 0));
2
3 for (int i=1; i<=h; i++){
4     for (int j=1; j<=w; j++){
5         cin >> psum[i][j];
6         psum[i][j] += psum[i-1][j]+psum[i][j-1]-psum[
7             i-1][j-1];
8     }
9 }
10 // retorna a psum2d do intervalo inclusivo [(a, b), (
11 c, d)]
12 int retangulo(int a, int b, int c, int d){
13     c = min(c, h), d = min(d, w);
14     a = max(0LL, a-1), b = max(0LL, b-1);
15
16     return v[c][d]-v[a][d]-v[c][b]+v[a][b];
17 }

```

### 3.7 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     }

```

```

24     }
25     replace[p] = false;
26     lazy[p] = 0;
27 }
28 void build(int p, int l, int r, const vector<ll> &v) {
29     if (l == r) {
30         t[p] = v[l];
31     } else {
32         int mid = (l + r) / 2;
33         build(lc(p), l, mid, v);
34         build(rc(p), mid + 1, r, v);
35         t[p] = merge(t[lc(p)], t[rc(p)]);
36     }
37 }
38 void build(int _n) {
39     n = _n;
40     t.assign(n * 4, neutral);
41     lazy.assign(n * 4, 0);
42     replace.assign(n * 4, false);
43 }
44 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 - 1, l, r); }
64 void update(int p, int l, int r, int L, int R, ll val, bool repl = 0) {
65     push(p, l, r);
66     if (l > R || r < L) return;
67     if (l >= L && r <= R) {
68         lazy[p] = val;
69         replace[p] = repl;
70         push(p, l, r);
71     } else {
72         int mid = (l + r) / 2;
73         update(lc(p), l, mid, L, R, val, repl);
74         update(rc(p), mid + 1, r, L, R, val, repl);
75     }
76     t[p] = merge(t[lc(p)], t[rc(p)]);
77 }
78 void sumUpdate(int l, int r, ll val) { update(1, 0, n - 1, l, r, val, 0); }
79 void assignUpdate(int l, int r, ll val) { update(1, 0, n - 1, l, r, val, 1); }
80 } segsum;

```

## 3.8 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 + 1, 1), c(n) {
5         for (int i = 1; i <= n; ++i) par[i] = i;
6     }

```

```

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

```

## 3.9 Bit

```

1 struct BIT {
2     int n;
3     vector<int> bit;
4     BIT(int n = 0) : n(n), bit(n + 1, 0) {}
5     void add(int i, int delta) {
6         for(; i <= n; i += i & -i) bit[i] += delta;
7     }
8     int sum(int i) {
9         int r = 0;
10        for(; i > 0; i -= i & -i) r += bit[i];
11        return r;
12    }
13    int range_sum(int l, int r) {
14        if (r < l) return 0;
15        return sum(r) - sum(l - 1);
16    }
17 }

```

## 4 Search and sort

### 4.1 Pilha Monotonic

```

1 vector<int> find_esq(vector<int> &v, bool maior) {
2     int n = v.size();
3     vector<int> result(n);
4     stack<int> s;
5
6     for (int i = 0; i < n; i++) {
7         while (!s.empty() && (maior ? v[s.top()] <= v[i] : v[s.top()] >= v[i])) {
8             s.pop();
9         }
10        if (s.empty()) {
11            result[i] = -1;
12        } else {
13            result[i] = v[s.top()];
14        }
15        s.push(i);
16    }
17    return result;
18 }
19
20 // maior = true -> encontra o primeiro maior à direita

```

```

21 vector<int> find_dir(vector<int> &v, bool maior) { 42
22     int n = v.size(); 43
23     vector<int> result(n); 44
24     stack<int> s; 45
25     for (int i = n - 1; i >= 0; i--) { 46
26         while (!s.empty() && (maior ? v[s.top()] <= v[47
27 [i] : v[s.top()] >= v[i])) { 48
28             s.pop(); 49
29         } 50
30         if (s.empty()) { 51
31             result[i] = -1; 52
32         } else { 53
33             result[i] = v[s.top()]; 54
34         } 55
35         s.push(i); 56
36     } 57
37 } 58

```

## 4.2 Mergeandcount

```

1 // Realiza a mesclagem de dois subarrays e conta o
2 // nÃºmero de trocas necessÃ¡rias.
3 int mergeAndCount(vector<int>& v, int l, int m, int r)
4 {
5     int x = m - l + 1; // Tamanho do subarray
6     esquerdo.
7     int y = r - m; // Tamanho do subarray direito.
8
9     // Vetores temporarios para os subarray esquerdo
10    e direito.
11    vector<int> left(x), right(y);
12
13    for (int i = 0; i < x; i++) left[i] = v[l + i];
14    for (int j = 0; j < y; j++) right[j] = v[m + 1 +
15        j];
16
17    int i = 0, j = 0, k = l;
18    int swaps = 0;
19
20    while (i < x && j < y) {
21        if (left[i] <= right[j]) {
22            // Se o elemento da esquerda for menor ou
23            igual, coloca no vetor original.
24            v[k++] = left[i++];
25        } else {
26            // Caso contrario, coloca o elemento da
27            direita e conta as trocas.
28            v[k++] = right[j++];
29            swaps += (x - i);
30        }
31
32        // Adiciona os elementos restantes do subarray
33        esquerdo (se houver).
34        while (i < x) v[k++] = left[i++];
35
36        // Adiciona os elementos restantes do subarray
37        direito (se houver).
38        while (j < y) v[k++] = right[j++];
39
40        return swaps; // Retorna o numero total de
41        trocas realizadas.
42    }
43
44    int mergeSort(vector<int>& v, int l, int r) {
45        int swaps = 0;
46
47        if (l < r) {
48            // Encontra o ponto medio para dividir o
49            // vetor.
50            int m = l + (r - 1) / 2;
51
52            // Chama merge sort para a metade esquerda.
53            swaps += mergeSort(v, l, m);
54            // Chama merge sort para a metade direita.
55            swaps += mergeSort(v, m + 1, r);
56
57            // Mescla as duas metades e conta as trocas.
58            swaps += mergeAndCount(v, l, m, r);
59
60        }
61
62        return swaps; // Retorna o numero total de
63        trocas no vetor.
64    }
65

```

## 5 Stress

### 5.1 Gen

```

1 #include <bits/stdc++.h>
2 #include <cstdlib>
3 #include <ctime>
4 using namespace std;
5
6 int randi(int L, int R) { return L + rand() % (R - L
7 + 1); }
8 char randc(char L, char R) { return char(L + rand() %
9 (R - L + 1)); }
10
11 int main(int argc, char** argv) {
12     if (argc > 1) srand(atoi(argv[1]));
13     else srand(time(0));
14
15     int n = randi(1, 100);
16     cout << n << '\n';
17     for (int i = 0; i < n; i++) {
18         cout << randi(-10, 20) << ' ';
19     }
20     cout << '\n';
21 }

```

## 6 Math

### 6.1 Combinatorics

```

1 const int MAXN_FATORIAL = 200005;
2 const int MOD = 1e9 + 7;
3 // DEFINE INT LONG LONG PLMDS
4 int fat[MAXN_FATORIAL], fati[MAXN_FATORIAL];
5
6 // (a^b) % m em O(log b)
7 // coloque o fexp
8
9 int inv(int n) { return fexp(n, MOD - 2); }
10
11 void precalc() {
12     fat[0] = 1;
13     fati[0] = 1;
14     for (int i = 1; i < MAXN_FATORIAL; i++) fat[i] =
15         (fat[i - 1] * i) % MOD;
16     fati[MAXN_FATORIAL - 1] = inv(fat[MAXN_FATORIAL -
17         1]);
18     for (int i = MAXN_FATORIAL - 2; i >= 0; i--) fati
19     [i] = (fati[i + 1] * (i + 1)) % MOD;
20
21     int choose(int n, int k) {
22         if (k < 0 || k > n) return 0;
23         return (((fat[n] * fati[k]) % MOD) * fati[n - k])
24             % MOD;
25     }
26 }

```

```

23
24 // n! / (n-k)!
25 int perm(int n, int k) {
26     if (k < 0 || k > n) return 0;
27     return (fat[n] * fati[n - k]) % MOD;
28 }
29
30 // C_n = (1 / (n+1)) * C(2n, n)
31 int catalan(int n) {
32     if (n < 0 || 2 * n >= MAXN_FATORIAL) return 0;
33     int c2n_n = choose(2 * n, n);
34     return (c2n_n * inv(n + 1)) % MOD;
35 }
```

## 6.2 Equacao Diofantina

```

1 int extended_gcd(int a, int b, int& x, int& y) {
2     if (a == 0) {
3         x = 0;
4         y = 1;
5         return b;
6     }
7     int x1, y1;
8     int gcd = extended_gcd(b % a, a, x1, y1);
9     x = y1 - (b / a) * x1;
10    y = x1;
11    return gcd;
12 }
13
14 bool solve(int a, int b, int c, int& x0, int& y0) {
15     int x, y;
16     int g = extended_gcd(abs(a), abs(b), x, y);
17     if (c % g != 0) {
18         return false;
19     }
20     x0 = x * (c / g);
21     y0 = y * (c / g);
22     if (a < 0) x0 = -x0;
23     if (b < 0) y0 = -y0;
24     return true;
25 }
```

## 6.3 Discrete Log

```

1 // Returns minimum x for which a^x = b (mod m), a and
2 // m are coprime.
3 // if the answer dont need to be greater than some
4 // value, the vector<int> can be removed
5 int discrete_log(int a, int b, int m) {
6     a %= m, b %= m;
7     int n = sqrt(m) + 1;
8
9     int an = 1;
10    for (int i = 0; i < n; ++i)
11        an = (an * 1ll * a) % m;
12
13    unordered_map<int, vector<int>> vals;
14    for (int q = 0, cur = b; q <= n; ++q) {
15        vals[cur].push_back(q);
16        cur = (cur * 1ll * a) % m;
17    }
18
19    int res = LLONG_MAX;
20
21    for (int p = 1, cur = 1; p <= n; ++p) {
22        cur = (cur * 1ll * an) % m;
23        if (vals.count(cur)) {
24            for (int q: vals[cur]){
25                int ans = n * p - q;
26                res = min(res, ans);
27            }
28        }
29    }
30 }
```

```

27     }
28     return res;
29 }
```

## 6.4 Segment Sieve

```

1 // Retorna quantos primos tem entre [l, r] (inclusivo
2 // )
3 // precisa de um vetor com os primos ate sqrt(r)
4 int seg_sieve(int l, int r){
5     if (l > r) return 0;
6     vector<bool> is_prime(r - l + 1, true);
7     if (l == 1) is_prime[0] = false;
8
9     for (int p : primos){
10        if (p * p > r) break;
11        int start = max(p * p, (l + p - 1) / p * p);
12        for (int j = start; j <= r; j += p){
13            if (j >= l) {
14                is_prime[j - l] = false;
15            }
16        }
17    }
18
19    return accumulate(all(is_prime), 0ll);;
```

## 6.5 Totient

```

1 // phi(n) = n * (1 - 1/p1) * (1 - 1/p2) * ...
2 int phi(int n) {
3     int result = n;
4     for (int i = 2; i * i <= n; i++) {
5         if (n % i == 0) {
6             while (n % i == 0)
7                 n /= i;
8             result -= result / i;
9         }
10    }
11    if (n > 1) // SE n sobrou, ele tem um fator primo
12        result -= result / n;
13    return result;
14 }
15
16 // crivo phi
17 const int MAXN_PHI = 1000001;
18 int phiv[MAXN_PHI];
19 void phi_sieve() {
20     for (int i = 0; i < MAXN_PHI; i++) phiv[i] = i;
21     for (int i = 2; i < MAXN_PHI; i++) {
22         if (phiv[i] == i) {
23             for (int j = i; j < MAXN_PHI; j += i)
24                 phiv[j] -= phiv[j] / i;
25         }
26     }
27 }
```

## 6.6 Menor Fator Primo

```

1 const int MAXN = 1000001; // Limite para o Crivo.
2 int spf[MAXN];
3 vector<int> primos;
4
5 void crivo() {
6     for (int i = 2; i * i < MAXN; i++) {
7         if (spf[i] == i) {
8             for (int j = i * i; j < MAXN; j += i) {
9                 if (spf[j] == j) {
10                     spf[j] = i;
11                 }
12             }
13         }
14     }
15 }
```

```

14 }
15     for (int i = 2; i < MAXN; i++) {
16         if (spf[i] == i) {
17             primos.push_back(i);
18         }
19     }
20 }
21
22 map<int, int> fatora(int n) {
23     map<int, int> fatores;
24     while (n > 1) {
25         fatores[spf[n]]++;
26         n /= spf[n];
27     }
28     return fatores;
29 }
30
31 int numero_de_divisores(int n) {
32     if (n == 1) return 1;
33     map<int, int> fatores = fatorar(n);
34     int nod = 1;
35     for (auto &[primo, expoente] : fatores) nod *= (expoente + 1);
36     return nod;
37 }
38
39 // DEFINE INT LONG LONG
40 int soma_dos_divisores(int n) {
41     if (n == 1) return 1;
42     map<int, int> fatores = fatorar(n);
43     int sod = 1;
44     for (auto &[primo, expoente] : fatores) {
45         int termo_soma = 1;
46         int potencia_primo = 1;
47         for (int i = 0; i < expoente; i++) {
48             potencia_primo *= primo;
49             termo_soma += potencia_primo;
50         }
51         sod *= termo_soma;
52     }
53     return sod;
54 }
```

## 6.7 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 }
```

## 6.8 Fexp

```

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

## 6.9 Divisores

```

1 // Retorna um vetor com os divisores de x
2 // eh preciso ter o crivo implementado
3 // O(divisores)
4
5 vector<int> divs(int x){
6     vector<int> ans = {1};
7     vector<array<int, 2>> primos; // {primo, expoente}
8
9     while (x > 1) {
10         int p = crivo[x], cnt = 0;
11         while (x % p == 0) cnt++, x /= p;
12         primos.push_back({p, cnt});
13     }
14
15     for (int i=0; i<primos.size(); i++){
16         int cur = 1, len = ans.size();
17
18         for (int j=0; j<primos[i][1]; j++){
19             cur *= primos[i][0];
20             for (int k=0; k<len; k++)
21                 ans.push_back(cur*ans[k]);
22         }
23     }
24
25     return ans;
26 }
```

## 6.10 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 }
```

## 6.11 Mod Inverse

```

1 array<int, 2> extended_gcd(int a, int b) {
2     if (b == 0) return {1, 0};
3     auto [x, y] = extended_gcd(b, a % b);
4     return {y, x - (a / b) * y};
5 }
6
7 int mod_inverse(int a, int m) {
8     auto [x, y] = extended_gcd(a, m);
9     return (x % m + m) % m;
10 }
```

## 6.12 Base Calc

```

1 int char_to_val(char c) {
2     if (c >= '0' && c <= '9') return c - '0';
3     else return c - 'A' + 10;
4 }
5
6 char val_to_char(int val) {
7     if (val >= 0 && val <= 9) return val + '0';
8     else return val - 10 + 'A';
9 }
10
11 int to_base_10(string &num, int bfrom) {
12     int result = 0;
13     int pot = 1;
14     for (int i = num.size() - 1; i >= 0; i--) {
15         if (char_to_val(num[i]) >= bfrom) return -1;
16         result += char_to_val(num[i]) * pot;
17         pot *= bfrom;
18     }
19     return result;
}
```

```

20 }
21
22 string from_base_10(int n, int bto) {
23     if (n == 0) return "0";
24     string result = "";
25     while (n > 0) {
26         result += val_to_char(n % bto);
27         n /= bto;
28     }
29     reverse(result.begin(), result.end());
30     return result;
31 }
32
33 string convert_base(string &num, int bfrom, int bto) {
34     int n_base_10 = to_base_10(num, bfrom);
35     return from_base_10(n_base_10, bto);
36 }
```

## 7 Graph

### 7.1 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     ;
10    pq.push({0, S});
11    while(pq.size()) {
12        ll v = pq.top().second;
13        pq.pop();
14        if(vis[v]) continue;
15        vis[v] = 1;
16        for(auto &[peso, vizinho] : adj[v]) {
17            if(dist[vizinho] > dist[v] + peso) {
18                dist[vizinho] = dist[v] + peso;
19                pq.push({dist[vizinho], vizinho});
20            }
21        }
22    }
23    return dist;
}
```

### 7.2 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     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 }
```

### 7.3 Eulerian Path

```

1 /**
2 * Versão que assume: #define int long long
3 *
4 * Retorna um caminho/ciclo euleriano em um grafo (se
5 * existir).
6 * - g: lista de adjacência (vector<vector<int>>).
7 * - directed: true se o grafo for dirigido.
8 * - s: vértice inicial.
9 * - e: vértice final (opcional). Se informado,
10 * tenta caminho de s até e.
11 * - O(Nlog(N))
12 * Retorna vetor com a sequência de vértices, ou
13 * vazio se impossível.
14 */
15 vector<int> eulerian_path(const vector<vector<int>>&
16 g, bool directed, int s, int e = -1) {
17     int n = (int)g.size();
18     // Câmpia das adjacências em multiset para
19     // permitir remoção específica
20     vector<multiset<int>> h(n);
21     vector<int> in_degree(n, 0);
22     vector<int> result;
23     stack<int> st;
24     // Preencher h e indegrees
25     for (int u = 0; u < n; ++u) {
26         for (auto v : g[u]) {
27             ++in_degree[v];
28             h[u].emplace(v);
29         }
30     }
31     st.emplace(s);
32     if (e != -1) {
33         int out_s = (int)h[s].size();
34         int out_e = (int)h[e].size();
35         int diff_s = in_degree[s] - out_s;
36         int diff_e = in_degree[e] - out_e;
37         if (diff_s * diff_e != -1) return {};
38     }
39     for (int u = 0; u < n; ++u) {
40         if (e != -1 && (u == s || u == e)) continue;
41         int out_u = (int)h[u].size();
42         if (in_degree[u] != out_u || (!directed && (
43             in_degree[u] & 1))) {
44             return {};
45         }
46     }
47     while (!st.empty()) {
48         int u = st.top();
```

```

43     if (h[u].empty()) {
44         result.emplace_back(u);
45         st.pop();
46     } else {
47         int v = *h[u].begin();
48         auto it = h[u].find(v);
49         if (it != h[u].end()) h[u].erase(it);
50         --in_degree[v];
51         if (!directed) {
52             auto it2 = h[v].find(u);
53             if (it2 != h[v].end()) h[v].erase(it2);
54         }
55         --in_degree[u];
56     }
57     st.emplace(v);
58 }
59 for (int u = 0; u < n; ++u) {
60     if (in_degree[u] != 0) return {};
61 }
62 reverse(result.begin(), result.end());
63 return result;
64 }
```

## 7.4 Dinitz

```

1 // Complexidade: O(V^2E)
2
3 struct FlowEdge {
4     int from, to;
5     long long cap, flow = 0;
6     FlowEdge(int from, int to, long long cap) : from(from),
7               to(to), cap(cap) {}
8 }
9 struct Dinic {
10    const long long flow_inf = 1e18;
11    vector<FlowEdge> edges;
12    vector<vector<int>> adj;
13    int n, m = 0;
14    int s, t;
15    vector<int> level, ptr;
16    queue<int> q;
17
18    Dinic(int n, int s, int t) : n(n), s(s), t(t) {
19        adj.resize(n);
20        level.resize(n);
21        ptr.resize(n);
22    }
23
24    void add_edge(int from, int to, long long cap) {
25        edges.emplace_back(from, to, cap);
26        edges.emplace_back(to, from, 0);
27        adj[from].push_back(m);
28        adj[to].push_back(m + 1);
29        m += 2;
30    }
31
32    bool bfs() {
33        while (!q.empty()) {
34            int from = q.front();
35            q.pop();
36            for (int id : adj[from]) {
37                if (edges[id].cap == edges[id].flow)
38                    continue;
39                if (level[edges[id].to] != -1)
40                    continue;
41                level[edges[id].to] = level[from] + 1;
42                q.push(edges[id].to);
43            }
44        }
45        return level[t] != -1;
46    }
47
48    long long dfs(int from, long long pushed) {
49        if (pushed == 0)
50            return 0;
51        if (from == t)
52            return pushed;
53        for (int& cid = ptr[from]; cid < (int)adj[from].size(); cid++) {
54            int id = adj[from][cid];
55            int to = edges[id].to;
56            if (level[from] + 1 != level[to])
57                continue;
58            long long tr = dfs(to, min(pushed, edges[id].cap - edges[id].flow));
59            if (tr == 0)
60                continue;
61            edges[id].flow += tr;
62            edges[id ^ 1].flow -= tr;
63            return tr;
64        }
65        return 0;
66    }
67
68    long long flow() {
69        long long f = 0;
70        while (true) {
71            fill(level.begin(), level.end(), -1);
72            level[s] = 0;
73            q.push(s);
74            if (!bfs())
75                break;
76            fill(ptr.begin(), ptr.end(), 0);
77            while (long long pushed = dfs(s, flow_inf))
78                f += pushed;
79        }
80        return f;
81    }
82 }
83 }
```

## 7.5 Khan

```

1 // topo-sort DAG
2 // lexicograficamente menor.
3 // N: nÃºmero de vÃ¡rtices (1-indexado)
4 // adj: lista de adjacÃªncia do grafo
5
6 const int MAXN = 5 * 1e5 + 2;
7 vector<int> adj[MAXN];
8 int N;
9
10 vector<int> kahn() {
11     vector<int> indegree(N + 1, 0);
12     for (int u = 1; u <= N; u++) {
13         for (int v : adj[u]) {
14             indegree[v]++;
15         }
16     }
17     priority_queue<int, vector<int>, greater<int>> pq;
18     for (int i = 1; i <= N; i++) {
19         if (indegree[i] == 0) {
20             pq.push(i);
21         }
22     }
23     vector<int> result;
24     while (!pq.empty()) {
25         int u = pq.top();
26         pq.pop();
27         result.push_back(u);
28         for (int v : adj[u]) {
29             indegree[v]--;
30         }
31     }
32 }
```

```

29         indegree[v]--;
30         if (indegree[v] == 0) {
31             pq.push(v);
32         }
33     }
34 }
35 if (result.size() != N) {
36     return {};
37 }
38 return result;
39 }
```

## 7.6 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[nei] != 2) dfs(nei);
15 }
16 estado[v] = 2;
17 ordem.push_back(v);
18 }
19 }
```

## 7.7 Acha Pontes

```

1 vector<int> d, low, pai; // d[v] Tempo de
   descoberta (discovery time)
2 vector<bool> vis;
3 vector<int> pontos_articulacao;
4 vector<pair<int, int>> pontes;
5 int tempo;
6
7 vector<vector<int>> adj;
8
9 void dfs(int u) {
10     vis[u] = true;
11     tempo++;
12     d[u] = low[u] = tempo;
13     int filhos_dfs = 0;
14     for (int v : adj[u]) {
15         if (v == pai[u]) continue;
16         if (vis[v]) { // back edge
17             low[u] = min(low[u], d[v]);
18         } else {
19             pai[v] = u;
20             filhos_dfs++;
21             dfs(v);
22             low[u] = min(low[u], low[v]);
23             if (pai[u] == -1 && filhos_dfs > 1) {
24                 pontos_articulacao.push_back(u);
25             }
26             if (pai[u] != -1 && low[v] >= d[u]) {
27                 pontos_articulacao.push_back(u);
28             }
29             if (low[v] > d[u]) {
30                 pontes.push_back({min(u, v), max(u, v)});
31             }
32         }
33     }
34 }
```

34 }

## 7.8 Edmonds-karp

```

1 // Edmonds-Karp com scaling O(E log(F))
2
3 int n, m;
4 const int MAXN = 510;
5 vector<vector<int>> capacity(MAXN, vector<int>(MAXN,
   0));
6 vector<vector<int>> adj(MAXN);
7
8 int bfs(int s, int t, int scale, vector<int>& parent)
9 {
10     fill(parent.begin(), parent.end(), -1);
11     parent[s] = -2;
12     queue<pair<int, int>> q;
13     q.push({s, LLONG_MAX});
14
15     while (!q.empty()) {
16         int cur = q.front().first;
17         int flow = q.front().second;
18         q.pop();
19
20         for (int next : adj[cur]) {
21             if (parent[next] == -1 && capacity[cur][
22                 next] >= scale) {
23                 parent[next] = cur;
24                 int new_flow = min(flow, capacity[cur][
25                     next]);
26
27                 if (next == t)
28                     return new_flow;
29                 q.push({next, new_flow});
30             }
31         }
32
33     }
34
35     return 0;
36 }
37
38 int maxflow(int s, int t) {
39     int flow = 0;
40     vector<int> parent(MAXN);
41     int new_flow;
42     int scaling = 111 << 62;
43
44     while (scaling > 0) {
45         while (new_flow = bfs(s, t, scaling, parent)
46 ) {
47             if (new_flow == 0) continue;
48             flow += new_flow;
49             int cur = t;
50             while (cur != s) {
51                 int prev = parent[cur];
52                 capacity[prev][cur] -= new_flow;
53                 capacity[cur][prev] += new_flow;
54                 cur = prev;
55             }
56         }
57         scaling /= 2;
58     }
59
60     return flow;
61 }
```

## 7.9 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(1) {
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 }

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());

```

## 7.11 Lca Jc

```

1 const int MAXN = 200005;
2 int N;
3 int LOG;
4
5 vector<vector<int>> adj;
6 vector<int> profundidade;
7 vector<vector<int>> cima; // cima[v][j] Ã© o j-imo ancestral de v
8
9 void dfs(int v, int p, int d) {
10     profundidade[v] = d;
11     cima[v][0] = p; // o pai direto Ã© o 0-imo ancestral
12     for (int j = 1; j < LOG; j++) {
13         // se o ancestral 2^(j-1) existir,
14         o 2^j
15         if (cima[v][j - 1] != -1) {
16             cima[v][j] = cima[cima[v][j - 1]];
17         } else {
18             cima[v][j] = -1; // nÃ£o tem ancestral superior
19         }
20     }
21     for (int nei : adj[v]) {
22         if (nei != p) {
23             dfs(nei, v, d + 1);
24         }
25     }
26
27 void build(int root) {
28     LOG = ceil(log2(N));
29     profundidade.assign(N + 1, 0);
30     cima.assign(N + 1, vector<int>(LOG, -1));
31 }

```

## 7.10 Bellman Ford

```

1 struct Edge {
2     int u, v, w;
3 };
4
5 // se x = -1, nÃ£o 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] +
18 );
19             pai[e.v] = e.u;
20             x = e.v;
21         }
22     }
23 }

```

## 7.11 Lca Jc

```

51     if (cima[a][j] != -1 && cima[a][j] != cima[b]
52     ][j]) {
53         a = cima[a][j];
54         b = cima[b][j];
55     }
56     return cima[a][0];
57 }

```

## 7.12 Lca

```

1 // LCA - CP algorithm
2 // preprocessing O(NlogN)
3 // lca O(logN)
4 // Uso: criar LCA com a quantidade de vértices (n) e
5 // lista de adjacência (adj)
6 // chamar a função preprocess com a raiz da Árvore
7 struct LCA {
8     int n, l, timer;
9     vector<vector<int>> adj;
10    vector<int> tin, tout;
11    vector<vector<int>> up;
12
13    LCA(int n, const vector<vector<int>>& adj) : n(n),
14        adj(adj) {}
15
16    void dfs(int v, int p) {
17        tin[v] = ++timer;
18        up[v][0] = p;
19        for (int i = 1; i <= l; ++i)
20            up[v][i] = up[up[v][i-1]][i-1];
21
22        for (int u : adj[v]) {
23            if (u != p)
24                dfs(u, v);
25        }
26
27        tout[v] = ++timer;
28    }
29
30    bool is_ancestor(int u, int v) {
31        return tin[u] <= tin[v] && tout[u] >= tout[v];
32    }
33
34    int lca(int u, int v) {
35        if (is_ancestor(u, v))
36            return u;
37        if (is_ancestor(v, u))
38            return v;
39        for (int i = l; i >= 0; --i) {
40            if (!is_ancestor(up[u][i], v))
41                u = up[u][i];
42        }
43        return up[u][0];
44
45    void preprocess(int root) {
46        tin.resize(n);
47        tout.resize(n);
48        timer = 0;
49        l = ceil(log2(n));
50        up.assign(n, vector<int>(l + 1));
51        dfs(root, root);
52    }

```

## 7.13 Kosaraju

```

1 bool vis[MAXN];
2 vector<int> order;

```

```

3     int component[MAXN];
4     int N, m;
5     vector<int> adj[MAXN], adj_rev[MAXN];
6
7 // dfs no grafo original para obter a ordem (pôs-
8 // order)
9     void dfs1(int u) {
10        vis[u] = true;
11        for (int v : adj[u]) {
12            if (!vis[v])
13                dfs1(v);
14        }
15        order.push_back(u);
16    }
17
18 // dfs o grafo reverso para encontrar os SCCs
19     void dfs2(int u, int c) {
20        component[u] = c;
21        for (int v : adj_rev[u]) {
22            if (component[v] == -1) {
23                dfs2(v, c);
24            }
25        }
26    }
27
28    int kosaraju() {
29        order.clear();
30        fill(vis + 1, vis + N + 1, false);
31        for (int i = 1; i <= N; i++) {
32            if (!vis[i])
33                dfs1(i);
34        }
35
36        fill(component + 1, component + N + 1, -1);
37        int c = 0;
38        reverse(order.begin(), order.end());
39        for (int u : order) {
40            if (component[u] == -1) {
41                dfs2(u, c++);
42            }
43        }
44        return c;
45    }

```

## 7.14 Pega Ciclo

```

1 // encontra um ciclo em g (direcionado ou não)
2 // g[u] = vector<pair<id_aresta, vizinho>>
3 // rec_arestas: true -> retorna ids das arestas do
4 // ciclo; false -> retorna vértices do ciclo
5 // directed: grafo direcionado?
6 const int MAXN = 5 * 1e5 + 2;
7 vector<pair<int, int>> g[MAXN];
8 int N;
9 bool DIRECTED = false;
10 vector<int> color(MAXN), parent(MAXN, -1), edgein(
11     MAXN, -1); // color: 0,1,2 ; edgein[v] = id da
12 // aresta que entra em v
13 int ini_ciclo = -1, fim_ciclo = -1, back_edge_id =
14 -1;
15
16 bool dfs(int u, int pai_edge) {
17     color[u] = 1; // cinza
18     for (auto [id, v] : g[u]) {
19         if (!DIRECTED && id == pai_edge) continue; // ignorar aresta de volta ao pai em não-dir
20         if (color[v] == 0) {
21             parent[v] = u;
22             edgein[v] = id;
23             if (dfs(v, id)) return true;
24         }
25     }
26 }

```

## 7.15 Min Cost Max Flow

```

1 // Encontra o menor custo para passar K de fluxo em      65
   um grafo com N vertices                                     66
2 // Funciona com multiplas arestas para o mesmo par de    67
   vertices                                                 68
3 // Para encontrar o min cost max flow Ã' sÃ§ fazer K     69
   = infinito                                              70
4
5 struct Edge {                                              71
6     int from, to, capacity, cost, id;                         72
7 };                                                               73
8
9 vector<vector<array<int, 2>>> adj;                           74
10 vector<Edge> edges; // arestas pares sÃ§o as normais       75
   e suas reversas sÃ§o as impares                            76
11
12 const int INF = LLONG_MAX;                                     77
13
14 void shortest_paths(int n, int v0, vector<int>& dist,          78
   vector<int>& edge_to) {                                         79
   dist.assign(n, INF);                                         80
   dist[v0] = 0;                                                 81
   vector<bool> in_queue(n, false);                             82
   queue<int> q;                                                 83
   q.push(v0);                                                 84
   edge_to.assign(n, -1);                                       85
}
} // apply flow
flow += f;
cost += f * dist[t];
cur = t;
while (cur != s) {
    int edge = edge_to[cur];
    int rev_edge = edge^1;
    edges[edge].capacity -= f;
    edges[rev_edge].capacity += f;
    cur = edges[edge].from;
}
if (flow < K)
    return -1;
else
    return cost;
}

```

## 8 Primitives

### 9 DP

#### 9.1 Lis

```

1 int lis_nlogn(vector<int> &v) {
2     vector<int> lis;
3     lis.push_back(v[0]);
4     for (int i = 1; i < v.size(); i++) {
5         if (v[i] > lis.back()) {
6             // estende a LIS.
7             lis.push_back(v[i]);
8         } else {
9             // encontra o primeiro elemento em lis
10            que Āl >= v[i].
11            // subsequÃancia de mesmo comprimento,
12            mas com um final menor.
13            auto it = lower_bound(lis.begin(), lis.
14            end(), v[i]);
15            *it = v[i];
16        }
17    }
18    return lis.size();
19 }
20
21 // LIS NA ARVORE
22 const int MAXN_TREE = 100001;
23 vector<int> adj[MAXN_TREE];
24 int values[MAXN_TREE];
25 int ans = 0;
26
27 void dfs(int u, int p, vector<int>& tails) {
28     auto it = lower_bound(tails.begin(), tails.end(),
29     values[u]);
30     int prev = -1;
31     bool coloquei = false;
32     if (it == tails.end()) {
33         tails.push_back(values[u]);
34         coloquei = true;
35     } else {
36         prev = *it;
37         *it = values[u];
38     }
39     ans = max(ans, (int)tails.size());
40     for (int v : adj[u]) {
41         if (v != p) {
42             dfs(v, u, tails);
43         }
44     }
45     if (coloquei) {
46         tails.pop_back();
47     } else {
48         *it = prev;
49     }
50 }
```

#### 9.2 Edit Distance

```

1 vector<vector<int>> dp(n+1, vector<int>(m+1, LINF
2 ));
```

for(int j = 0; j <= m; j++) {  
4 dp[0][j] = j;  
5 }  
6  
7 for(int i = 0; i <= n; i++) {  
8 dp[i][0] = i;  
9 }

```

11     for( int i = 1; i <= n; i++) {
12         for( int j = 1; j <= m; j++) {
13             if(a[i-1] == b[j-1]) {
14                 dp[i][j] = dp[i-1][j-1];
15             } else {
16                 dp[i][j] = min({dp[i-1][j] + 1, dp[i].
17 [j-1] + 1, dp[i-1][j-1] + 1});
18             }
19         }
20     }
21     cout << dp[n][m];
22 }
```

#### 9.3 Bitmask

```

1 // dp de intervalos com bitmask
2 int prox(int idx) {
3     return lower_bound(S.begin(), S.end(), array<int>,
4     {S[idx][1], 011, 011, 011}) - S.begin();
5 }
6 int dp[1002][(int)(111 << 10)];
7
8 int rec(int i, int vis) {
9     if (i == (int)S.size()) {
10         if (__builtin_popcountll(vis) == N) return 0;
11         return LLONG_MIN;
12     }
13     if (dp[i][vis] != -1) return dp[i][vis];
14     int ans = rec(i + 1, vis);
15     ans = max(ans, rec(prox(i), vis | (111 << S[i].
16 [3])) + S[i][2]);
17     return dp[i][vis] = ans;
18 }
```

#### 9.4 Lcs

```

1 string s1, s2;
2 int dp[1001][1001];
3
4 int lcs(int i, int j) {
5     if (i < 0 || j < 0) return 0;
6     if (dp[i][j] != -1) return dp[i][j];
7     if (s1[i] == s2[j]) {
8         return dp[i][j] = 1 + lcs(i - 1, j - 1);
9     } else {
10         return dp[i][j] = max(lcs(i - 1, j), lcs(i, j
11 - 1));
12     }
13 }
```

#### 9.5 Digit

```

1 vector<int> digits;
2
3 int dp[20][10][2][2];
4
5 int rec(int i, int last, int flag, int started) {
6     if (i == (int)digits.size()) return 1;
7     if (dp[i][last][flag][started] != -1) return dp[i].
8     [last][flag][started];
9     int lim;
10    if (flag) lim = 9;
11    else lim = digits[i];
12    int ans = 0;
13    for (int d = 0; d <= lim; d++) {
14        if (started && d == last) continue;
15        int new_flag = flag;
16        int new_started = started;
17        if (d > 0) new_started = 1;
18        if (!flag && d < lim) new_flag = 1;
19        ans += rec(i + 1, d, new_flag, new_started);
20    }
21 }
```

```

19     }
20     return dp[i][last][flag][started] = ans;
21 }

```

## 9.6 Knapsack

```

1 // dp[i][j] => i-esimo item com j-carga sobrando na
2 // mochila
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 }

```

## 9.7 Lis Seg

```

1 vector<int> a(n);
2 for (int i = 0; i < n; i++) cin >> a[i];
3 vector<int> sorted_a = a;
4 sort(sorted_a.begin(), sorted_a.end());
5 for (int i = 0; i < n; i++) {
6   a[i] = lower_bound(sorted_a.begin(), sorted_a
7 .end(), a[i]) - sorted_a.begin();
}
8 SegTreeMx segmx;
9 segmx.build(n);
10 vector<int> dp(n, 1);
11 for (int k = 0; k < n; k++) {
12   if (a[k] > 0) {
13     dp[k] = segmx.query(0, a[k] - 1) + 1;
14   }
15   segmx.update(a[k], dp[k]);
}
16 cout << *max_element(dp.begin(), dp.end()) << '\n';

```

## 9.8 Disjoint Blocks

```

1 // Número máximo de subarrays disjuntos com soma x
2 // usando apenas
3 // prefixo até i (ou seja, considerando prefixo a
4 // [1..i]).
5 int disjointSumX(vector<int> &a, int x) {
6   int n = a.size();
7   map<int, int> best; // best[pref] = melhor dp
8   visto para esse pref
9   best[0] = 0;
10  int pref = 0;
11  vector<int> dp(n + 1, 0); // dp[0] = 0
12  for (int i = 1; i <= n; i++) {
13    pref += a[i - 1];
14    // não pegar subarray terminando em i
15    dp[i] = dp[i-1];
16    // pega se existir prefixo anterior e
17    // atualiza best
18    auto it = best.find(pref - x);
19    if (it != best.end()) {
20      dp[i] = max(dp[i], it->second + 1);
21    }
22    best[pref] = max(best[pref], dp[i]);
}

```

```

20     return dp[n];
21 }

```

## 10 General

### 10.1 Brute Choose

```

1 vector<int> elements;
2 int N, K;
3 vector<int> comb;
4
5
6 void brute_choose(int i) {
7   if (comb.size() == K) {
8     for (int j = 0; j < comb.size(); j++) {
9       cout << comb[j] << ' ';
10    }
11   cout << '\n';
12   return;
13 }
14 if (i == N) return;
15 int r = N - i;
16 int preciso = K - comb.size();
17 if (r < preciso) return;
18 comb.push_back(elements[i]);
19 brute_choose(i + 1);
20 comb.pop_back();
21 brute_choose(i + 1);
22 }

```

### 10.2 Struct

```

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

```

### 10.3 Mex

```

1 struct MEX {
2   map<int, int> f;
3   set<int> falta;
4   int tam;
5   MEX(int n) : tam(n) {
6     for (int i = 0; i <= n; i++) falta.insert(i);
}
7   void add(int x) {
8     f[x]++;
9     if (f[x] == 1 && x >= 0 && x <= tam) {
10       falta.erase(x);
}
11   }
12   void rem(int x) {
13     if (f.count(x) && f[x] > 0) {
14       f[x]--;
15       if (f[x] == 0 && x >= 0 && x <= tam) {
16         falta.insert(x);
}
17     }
}
18   int get() {
19     if (falta.empty()) return tam + 1;
20   }
21   set<int> getSet() {
22     return falta;
}
23 }
24

```

```

25     }
26 }

10.4 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 }

```

## 11 Geometry

### 11.1 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],
68         L.back(), pp) == -1)
69         {
70             // Àl -1 pq eu nÃo quero excluir os
71             colineares
72             L.pop_back();
73         }
74         L.push_back(pp);
75     }
76
77     reverse(p.begin(), p.end());
78
79     //Upper
80     for(auto pp : p)
81     {
82         while(U.size() >= 2 and ccw(U[U.size() - 2], U
83         .back(), pp) == -1)
84         {
85             U.pop_back();
86         }
87         U.push_back(pp);
88     }
89
90     L.pop_back();
91     L.insert(L.end(), U.begin(), U.end() - 1);
92     return L;
93 }

```

```

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
128     return 0;
}
28 // Any O(n)
29
30 int inside(vp &p, point pp){
31     // 1 - inside / 0 - boundary / -1 - outside
32     int n = p.size();
33     for(int i=0;i<n;i++){
34         int j = (i+1)%n;
35         if(line({p[i], p[j]}).inside_seg(pp))
36             return 0;
37     }
38     int inter = 0;
39     for(int i=0;i<n;i++){
40         int j = (i+1)%n;
41         if(p[i].x <= pp.x and pp.x < p[j].x and ccw(p[i], p[j], pp)==1)
42             inter++; // up
43         else if(p[j].x <= pp.x and pp.x < p[i].x and
44             ccw(p[i], p[j], pp)==-1)
45             inter++; // down
46     }
47
48     if(inter%2==0) return -1; // outside
49     else return 1; // inside
}
50
51
52 int32_t main(){
53     sws;
54
55     int t; cin >> t;
56
57     while(t--){
58
59         int x1, y1, x2, y2, x3, y3; cin >> x1 >> y1
60         >> x2 >> y2 >> x3 >> y3;
61
62         int deltax1 = (x1-x2), deltay1 = (y1-y2);
63
64         if((deltax1*(y2-y1) - deltay1*(x2-x1))>0)
65             cout << "COUNTER_CLOCKWISE" << endl;
66         else if((deltax1*(y2-y1) - deltay1*(x2-x1))<0)
67             cout << "CLOCKWISE" << endl;
68         else if((deltax1*(y2-y1) - deltay1*(x2-x1))==0)
69             cout << "COLLINEAR" << endl;
70     }
71
72 }

```

## 11.2 Inside Polygon

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

### 11.3 Point Location

```
1 int32_t main(){
2     sws;
3
4     int t; cin >> t;
5
6     while(t--){
7
8         int x1, y1, x2, y2, x3, y3; cin >> x1 >> y1
9 >> x2 >> y2 >> x3 >> y3;
10
11         int deltax1 = (x1-x2), deltay1 = (y1-y2);
12
13         int compx = (x1-x3), compy = (y1-y3);
14
15         int ans = (deltax1*compy) - (compx*deltay1);
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     }
22 }
```

## 11.4 Lattice Points

```

1  ll gcd(ll a, ll b) {
2      return b == 0 ? a : gcd(b, a % b);
3  }
4  ll area_triangulo(ll x1, ll y1, ll x2, ll y2, ll x3,
5                     ll y3) {
6      return abs(x1 * (y2 - y3) + x2 * (y3 - y1) + x3 *
7                  (y1 - y2));
8  }
9  ll pontos_borda(ll x1, ll y1, ll x2, ll y2) {
10     return gcd(abs(x2 - x1), abs(y2 - y1));
11 }
12 int32_t main() {
13     ll x1, y1, x2, y2, x3, y3;
14     cin >> x1 >> y1;
15     cin >> x2 >> y2;
16     cin >> x3 >> y3;
17     ll area = area_triangulo(x1, y1, x2, y2, x3, y3);

```

```
17     11 tot_borda = pontos_borda(x1, y1, x2, y2) +      20      cout << ans << endl;
18     12           pontos_borda(x2, y2, x3, y3) + pontos_borda(x3,      21
19     13           y3, x1, y1);                                22      return 0;
20   14 }                                              23 }
```