```
Bài 1
#include <iostream>
class Calculator {
private:
  int a;
  int b;
public:
  Calculator() {
    a = 0;
    b = 0;
  }
  void inputNumbers() {
    std::cin >> a >> b;
  }
  int calculateSum() {
    return a + b;
  }
  void displayResult(int result) {
    std::cout << result << std::endl;
  }
};
int main() {
  Calculator calculator;
  calculator.inputNumbers();
  int result = calculator.calculateSum();
  calculator.displayResult(result);
  return 0;
S Compiler ☐ Resources S Compile Log  Debug  Find Results  Console  Close
```

```
Bài 3
#include <iostream>
#include <vector>
#include <algorithm>
#include <climits>
using namespace std;
class Query {
private:
  int u, v;
public:
  Query(int uu, int vv) : u(uu), v(vv) {}
  int getU() const {
    return u;
  }
  int getV() const {
    return v;
  }
};
class Update {
private:
  int u, v, k;
public:
  Update(int uu, int vv, int kk): u(uu), v(vv), k(kk) {}
  int getU() const {
    return u;
  }
  int getV() const {
    return v;
  }
  int getK() const {
    return k;
  }
};
class ArrayUpdater {
private:
  vector<int> arr;
public:
```

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ArrayUpdater(int n): arr(n, 0) {}
  void applyUpdate(const Update& update) {
    arr[update.getU() - 1] += update.getK();
    if (update.getV() < arr.size()) {</pre>
       arr[update.getV()] -= update.getK();
    }
  }
  void calculatePrefixSum() {
    for (int i = 1; i < arr.size(); ++i) {
       arr[i] += arr[i - 1];
    }
  }
  int getMaxValueInRange(int u, int v) const {
    int maxVal = INT_MIN;
    for (int i = u - 1; i < v; ++i) {
       maxVal = max(maxVal, arr[i]);
    }
    return maxVal;
  }
};
int main() {
  int n, m;
  cin >> n >> m;
  ArrayUpdater arrayUpdater(n);
  for (int i = 0; i < m; ++i) {
    int u, v, k;
    cin >> u >> v >> k;
    Update update(u, v, k);
    arrayUpdater.applyUpdate(update);
  }
  arrayUpdater.calculatePrefixSum();
  int p;
  cin >> p;
  for (int i = 0; i < p; ++i) {
    int u, v;
    cin >> u >> v;
    Query query(u, v);
    cout << arrayUpdater.getMaxValueInRange(query.getU(), query.getV()) << endl;</pre>
  }
  return 0;
}
```





