Team Notebook

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1 A - Introduction

1.1 Fatorial

```
// Fatorial////////
0! = 1
1! = 1
4! = 24
5! = 120
6! = 720
7! = 5.040
8! = 40.320
9! = 362.880
10! = 3.628.800
11! = 39.916.800
12! = 479.001.600 [limite do (unsigned) int]
13! = 6.227.020.800
14! = 87.178.291.200
15! = 1.307.674.368.000
16! = 20.922.789.888.000
17! = 355.687.428.096.000
18! = 6.402.373.705.728.000
19! = 121.645.100.408.832.000
20! = 2.432.902.008.176.640.000 [limite do (u)int64 t]
```

1.2 Input Time

input size	required time complexity	
n <= 10	O(n!)	
n <= 20	0(2^n)	
n <= 500	O(n^3)	
n <= 5000	0(n^2)	
n <= 10 ⁶	0(n log n) or O(n)	
n is large	O(1) or O(log n)	

1.3 Limits

Tipo	Bits	Faixa		Precisao	
*/					
char	8	0127		2	
signed char	8	-128127		2	
unsigned char	8	0255		2	
short	16	-3276832	767	4	
unsigned short	16	065535		4	
int	32	-2*10^92	*10^9	9	
unsigned int	32	04*10^9		9	
int64_t	64	-9*10^18	9*10^18	18	
uint64_t	64	018*10^1	.8	19	
/* Tipos flutuant	e:				
Tipo		-	Precisao	. /	
float			6	*/	
double	64	308	15		
long double	80	19728	18		

1.4 Primes

```
[Existem 1.229 nmeros primos at 10.000.]
2 3 5 7 11 13 17 19 23 29 31
37 41 43 47 53 59 61 67 71 73 79
83 89 97 101 103 107 109 113 127 131 137
139 149 151 157 163 167 173 179 181 191 193
197 199 211 223 227 229 233 239 241 251 257
263 269 271 277 281 283 293 307 311 313 317
331 337 347 349 353 359 367 373 379 383 389
397 401 409 419 421 431 433 439 443 449 457
461 463 467 479 487 491 499 503 509 521 523
541 547 557 563 569 571 577 587 593 599 601
607 613 617 619 631 641 643 647 653 659 661
673 677 683 691 701 709 719 727 733 739 743
751 757 761 769 773 787 797 809 811 821 823
827 829 839 853 857 859 863 877 881 883 887
907 911 919 929 937 941 947 953 967 971 977
983 991 997 1009 1013 1019 1021 1031 1033 1039 1049
1051 1061 1063 1069 1087 1091 1093 1097 1103 1109 1117
1123 1129 1151 1153 1163 1171 1181 1187 1193 1201 1213
1217 1223 1229 1231 1237 1249 1259 1277 1279 1283 1289
1291 1297 1301 1303 1307 1319 1321 1327 1361 1367 1373
1381 1399 1409 1423 1427 1429 1433 1439 1447 1451 1453
1459 1471 1481 1483 1487 1489 1493 1499 1511 1523 1531
1543 1549 1553 1559 1567 1571 1579 1583 1597 1601 1607
```

```
6173 6197 6199 6203 6211 6217 6221 6229 6247 6257 6263
6269 6271 6277 6287 6299 6301 6311 6317 6323 6329 6337
6343 6353 6359 6361 6367 6373 6379 6389 6397 6421 6427
6449 6451 6469 6473 6481 6491 6521 6529 6547 6551 6553
6563 6569 6571 6577 6581 6599 6607 6619 6637 6653 6659
6661 6673 6679 6689 6691 6701 6703 6709 6719 6733 6737
6761 6763 6779 6781 6791 6793 6803 6823 6827 6829 6833
6841 6857 6863 6869 6871 6883 6899 6907 6911 6917 6947
6949 6959 6961 6967 6971 6977 6983 6991 6997 7001 7013
7019 7027 7039 7043 7057 7069 7079 7103 7109 7121 7127
7129 7151 7159 7177 7187 7193 7207 7211 7213 7219 7229
7237 7243 7247 7253 7283 7297 7307 7309 7321 7331 7333
7349 7351 7369 7393 7411 7417 7433 7451 7457 7459 7477
7481 7487 7489 7499 7507 7517 7523 7529 7537 7541 7547
7549 7559 7561 7573 7577 7583 7589 7591 7603 7607 7621
7639 7643 7649 7669 7673 7681 7687 7691 7699 7703 7717
7723 7727 7741 7753 7757 7759 7789 7793 7817 7823 7829
7841 7853 7867 7873 7877 7879 7883 7901 7907 7919 7927
7933 7937 7949 7951 7963 7993 8009 8011 8017 8039 8053
8059 8069 8081 8087 8089 8093 8101 8111 8117 8123 8147
8161 8167 8171 8179 8191 8209 8219 8221 8231 8233 8237
8243 8263 8269 8273 8287 8291 8293 8297 8311 8317 8329
8353 8363 8369 8377 8387 8389 8419 8423 8429 8431 8443
8447 8461 8467 8501 8513 8521 8527 8537 8539 8543 8563
8573 8581 8597 8599 8609 8623 8627 8629 8641 8647 8663
8669 8677 8681 8689 8693 8699 8707 8713 8719 8731 8737
8741 8747 8753 8761 8779 8783 8803 8807 8819 8821 8831
8837 8839 8849 8861 8863 8867 8887 8893 8923 8929 8933
8941 8951 8963 8969 8971 8999 9001 9007 9011 9013 9029
9041 9043 9049 9059 9067 9091 9103 9109 9127 9133 9137
9151 9157 9161 9173 9181 9187 9199 9203 9209 9221 9227
9239 9241 9257 9277 9281 9283 9293 9311 9319 9323 9337
9341 9343 9349 9371 9377 9391 9397 9403 9413 9419 9421
9431 9433 9437 9439 9461 9463 9467 9473 9479 9491 9497
9511 9521 9533 9539 9547 9551 9587 9601 9613 9619 9623
9629 9631 9643 9649 9661 9677 9679 9689 9697 9719 9721
9733 9739 9743 9749 9767 9769 9781 9787 9791 9803 9811
9817 9829 9833 9839 9851 9857 9859 9871 9883 9887 9901
9907 9923 9929 9931 9941 9949 9967 9973
```

1.5 Template

```
#include <bits/stdc++.h>
using namespace std;

#define _ ios::sync_with_stdio(0);cin.tie(0);
#define endl '\n' // CAREFUL INTERACTIVE
```

```
typedef long long ll;
const int INF = 0x3f3f3f3f3f;
const ll LINF = 0x3f3f3f3f3f3f3f3f3f1l;
int main() { _
    cout << fixed << setprecision(0); // remove when working
        with float
    return 0;
}</pre>
```

2 Dynamic Programming

2.1 Fractional Knapsack

```
/*
Given two arrays, val[] and wt[], representing the values
     and weights of items, and an integer capacity
     representing the maximum weight a knapsack can hold,
     the task is to determine the maximum total value that
     can be achieved by putting items in the knapsack. You
     are allowed to break items into fractions if necessary.
Note: Return the maximum value as a double, rounded to 6
     decimal places.
Input: val[] = [60, 100, 120], wt[] = [10, 20, 30], capacity
Output: 240
Explanation: By taking items of weight 10 and 20 kg and 2/3
     fraction of 30 kg.
Hence total price will be 60+100+(2/3)(120) = 240
Input: val[] = [500], wt[] = [30], capacity = 10
Output: 166.667
// C++ code to implement Fractional Knapsack Problem
#include <bits/stdc++.h>
using namespace std:
// Comparison function to sort items based on value/weight
bool compare(vector<int>& a, vector<int>& b) {
```

```
double a1 = (1.0 * a[0]) / a[1]:
   double b1 = (1.0 * b[0]) / b[1]:
   return a1 > b1:
double fractionalKnapsack(vector<int>& val. vector<int>& wt.
     int capacity) {
   int n = val.size();
   // Create 2D vector to store value and weight
   // items[i][0] = value. items[i][1] = weight
   vector<vector<int>> items(n, vector<int>(2));
   for (int i = 0: i < n: i++) {</pre>
       items[i][0] = val[i]:
       items[i][1] = wt[i];
   // Sort items based on value-to-weight ratio in
        descending order
   sort(items.begin(), items.end(), compare);
   double res = 0.0;
   int currentCapacity = capacity;
   // Process items in sorted order
   for (int i = 0: i < n: i++) {</pre>
       // If we can take the entire item
       if (items[i][1] <= currentCapacity) {</pre>
           res += items[i][0]:
           currentCapacity -= items[i][1];
       }
       // Otherwise take a fraction of the item
           res += (1.0 * items[i][0] / items[i][1]) *
                currentCapacity;
           // Knapsack is full
           break:
   return res;
int main() {
   vector<int> val = {60, 100, 120};
   vector < int > wt = \{10, 20, 30\}:
```

```
int capacity = 50;
cout << fractionalKnapsack(val, wt, capacity) << endl;
return 0;</pre>
```

2.2 Knapsack 0-1

```
Given n items where each item has some weight and profit
     associated with it and also given a bag with capacity W
     , [i.e., the bag can hold at most W weight in it]. The
    task is to put the items into the bag such that the sum
     of profits associated with them is the maximum
    possible.
Note: The constraint here is we can either put an item
    completely into the bag or cannot put it at all [It is
    not possible to put a part of an item into the bag].
Input: W = 4, profit[] = [1, 2, 3], weight[] = [4, 5, 1]
Output: 3
Explanation: There are two items which have weight less than
     or equal to 4. If we select the item with weight 4,
     the possible profit is 1. And if we select the item
     with weight 1, the possible profit is 3. So the maximum
     possible profit is 3. Note that we cannot put both the
     items with weight 4 and 1 together as the capacity of
     the bag is 4.
Input: W = 3, profit[] = [1, 2, 3], weight[] = [4, 5, 6]
Output: 0
*/
#include <bits/stdc++.h>
using namespace std;
// Function to find the maximum profit
int knapsack(int W, vector<int> &val, vector<int> &wt) {
   // Initializing dp vector
   vector < int > dp(W + 1, 0);
   // Taking first i elements
   for (int i = 1; i <= wt.size(); i++) {</pre>
      // Starting from back, so that we also have data of
       // previous computation of i-1 items
```

3 Graph

3.1 BFS Grid

```
#include <bits/stdc++.h>
using namespace std;
// BFS COM PRED - LABYRINTH CSES
vector<vector<char>> G:
vector<vector<int>> visited;
vector<pair<int, int>> moves = \{\{-1, 0\}, \{1, 0\}, \{0, -1\}, 
vector<vector<pair<int, int>>> previous;
void bfs(int i, int j) {
   queue<pair<int, int>> q;
   q.push({i, j});
   while (!q.empty()) {
       pair<int, int> p = q.front();
      q.pop();
       if (visited[p.first][p.second])
           continue;
      if (G[p.first][p.second] == 'B') {
          return;
      }
```

```
visited[p.first][p.second] = 1:
       for (pair<int, int> pp : moves) {
           int I = p.first + pp.first, J = p.second + pp.
                second:
          if (I < 0 || J < 0 || I >= G.size() || J >= G[0]
               size() || visited[I][J] || G[I][J] == '#')
              continue:
          previous[I][J] = {p.first, p.second};
          q.push({I, J});
      }
   }
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0):
   int n, m;
   cin >> n >> m:
   G = vector<vector<char>>(n, vector<char>(m));
   visited = vector<vector<int>>(n, vector<int>(m, 0));
   previous = vector<vector<pair<int, int>>>(n, vector<pair<</pre>
        int, int>>(m));
   int beginI = 0, beginJ = 0, finalI = 0, finalJ = 0;
   for (int i = 0; i < n; i++) {</pre>
       for (int j = 0; j < m; j++) {
          cin >> G[i][i]:
          if (G[i][i] == 'A') {
              beginI = i;
              beginJ = j;
          if (G[i][i] == 'B') {
              finalI = i:
              finalJ = i:
      }
   }
   previous[finalI][finalJ] = {INT_MIN, INT_MAX};
   bfs(beginI, beginJ);
```

```
if (previous[final]][final]].first == INT MIN && previous
    [finalI][finalJ].second == INT_MAX) {
   cout << "NO" << "\n";
   return 0:
cout << "YES\n";</pre>
stack<char> ans;
while (finalI != beginI || finalJ != beginJ) {
   pair<int. int> &pre = previous[final]][final]];
   if (finalI < pre.first)</pre>
       ans.push('U');
   else if (finalI > pre.first)
       ans.push('D'):
   else if (finalJ < pre.second)</pre>
       ans.push('L'):
   else
       ans.push('R');
   finalI = pre.first;
   finalJ = pre.second;
cout << ans.size() << '\n';</pre>
while (!ans.empty()) {
   cout << ans.top();</pre>
   ans.pop();
return 0;
```

3.2 BFS

```
#include <bits/stdc++.h>
using namespace std;

vector<vector<int>> G;
vector<int> visited;
vector<int> pred;

// BFS COM PREDECESSOR LISTA ADJ

void bfs(int i) {
```

```
queue<int> q;
   q.push(i);
   while (!q.empty()) {
       int a = q.front();
       q.pop();
       if (visited[a])
           continue:
       visited[a] = 1:
       for (int p : G[a]) {
           if (!visited[p]) {
               q.push(p);
               if (pred[p] == -1)
                  pred[p] = a;
   }
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0);
   cout << fixed << setprecision(0);</pre>
   int n. m:
   cin >> n >> m;
   G = vector<vector<int>>(n + 1, vector<int>());
   visited = vector<int>(n + 1, 0);
   pred = vector\langle int \rangle (n + 1, -1);
   int u. v:
   for (int i = 0: i < m: i++) {</pre>
       cin >> u >> v:
       G[u].push_back(v);
       G[v].push_back(u);
   bfs(1);
   if (!visited[n]) {
       cout << "IMPOSSIBLE\n";</pre>
       return 0:
   }
   int p = pred[n];
   stack<int> s:
```

```
s.push(n);
while (p != -1) {
    s.push(p);
    p = pred[p];
}

cout << s.size() << '\n';
while (!s.empty()) {
    cout << s.top() << ' ';
    s.pop();
}

cout << '\n';
return 0;</pre>
```

3.3 Bellman-Ford

```
// Given a weighted graph with V vertices and E edges, along
     with a source vertex src, the task is to compute the
    shortest distances from the source to all other
    vertices. If a vertex is unreachable from the source,
    its distance should be marked as 108. In the presence
    of a negative weight cycle, return -1 to signify that
    shortest path calculations are not feasible.
#include <iostream>
#include <vector>
using namespace std:
vector<int> bellmanFord(int V. vector<vector<int>>& edges.
    int src) {
   // Initially distance from source to all
   // other vertices is not known(Infinite).
vector<int> dist(V, 1e8);
dist[src] = 0:
// Relaxation of all the edges V times, not (V - 1) as we
   // need one additional relaxation to detect negative
        cycle
for (int i = 0: i < V: i++) {</pre>
 for (vector<int> edge : edges) {
  int u = edge[0]:
  int v = edge[1];
```

```
int wt = edge[2]:
   if (dist[u] != 1e8 && dist[u] + wt < dist[v]) {</pre>
               // If this is the Vth relaxation, then there
               // a negative cycle
               if(i == V - 1)
                  return {-1};
               // Update shortest distance to node v
              dist[v] = dist[u] + wt:
           }
 }
    return dist;
}
int main() {
    // Number of vertices in the graph
    int V = 5:
    // Edge list representation: {source, destination, weight
    vector<vector<int>> edges = {
       \{1, 3, 2\},\
       \{4, 3, -1\}.
       \{2, 4, 1\},\
       \{1, 2, 1\},\
       {0, 1, 5}
   };
    // Define the source vertex
    int src = 0:
    // Run Bellman-Ford algorithm to get shortest paths from
    vector<int> ans = bellmanFord(V, edges, src);
    // Output the shortest distances from src to all vertices
    for (int dist : ans)
       cout << dist << " ":
    return 0;
```

```
#include <bits/stdc++.h>
using namespace std;
vector<vector<char>> G:
vector<vector<int>> visited:
vector<pair<int, int>> moves = {{-1, 0}, {0, -1}, {0, 1},
    {1, 0}}:
void dfs(int i, int j) {
   if (visited[i][i])
       return;
   visited[i][j] = 1;
   for (pair<int, int> p : moves) {
       int I = i + p.first, J = j + p.second;
       if (I < 0 || J < 0 || I >= G.size() || J >= G[0].size
           continue:
       dfs(I, J);
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0):
   int n, m;
   cin >> n >> m;
   G = vector<vector<char>>(n, vector<char>(m));
   visited = vector<vector<int>>(n, vector<int>(m, 0));
   for (int i = 0; i < n; i++) {</pre>
       for (int j = 0; j < m; j++) {</pre>
           cin >> G[i][j];
   return 0:
```

3.5 DFS

```
#include <bits/stdc++.h>
```

```
using namespace std;
vector<vector<int>> G:
vector<int> visited;
void dfs(int city) {
   stack<int> st;
   st.push(city);
   while (!st.empty()) {
       int c = st.top();
       st.pop();
       if (visited[c])
           continue;
       visited[c] = 1;
       for (int p : G[c]) {
          if (!visited[p])
              st.push(p);
      }
   }
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0);
   int n, m;
   cin >> n >> m;
   G = vector<vector<int>>(n + 1, vector<int>());
   int a. b:
   for (int i = 0; i < m; i++) {</pre>
       cin >> a >> b;
       G[a].push_back(b);
       G[b].push_back(a);
   int total = 0:
   string ans;
   visited = vector < int > (n + 1, 0):
   return 0:
```

3.6 Djikstra

```
#include <bits/stdc++.h>
using namespace std;
vector<vector<pair<int, int>>> G;
vector<int> visited:
vector<int> dist:
void diikstra(int i) {
   priority_queue<pair<int, int>> q;
   dist[i] = 0;
   q.push({0, i});
   while (!a.emptv()) {
       int a = q.top().second;
       q.pop();
       if (visited[a])
           continue;
       visited[a] = 1;
       for (pair<int, int> p : G[a]) {
           int b = p.first, w = p.second;
           if (dist[a] + w < dist[b]) {</pre>
               dist[b] = dist[a] + w;
              q.push({ -dist[b], b });
       }
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0);
   cout << fixed << setprecision(0); // remove when working</pre>
        with floating point
   int n. m:
   cin >> n >> m;
   G = vector<vector<pair<int, int>>> (n + 1, vector<pair<</pre>
        int ,int>>());
   visited = vector<int> (n + 1, 0):
   dist = vector<int> (n + 1, INFINITY);
   int s. t. b:
   while (m--) {
```

```
cin >> s >> t >> b;
   G[s].push_back({t, b});
   //G[t].push_back({s, b});
}
dijkstra(0);
cout << dist[n + 1] << '\n';
return 0;</pre>
```

3.7 Floyd-Warshall

```
//Given a matrix dist[][] of size n x n, where dist[i][j]
    represents the weight of the edge from node i to node j
    . If there is no direct edge, dist[i][j] is set to a
    large value (e.g., 10) to represent infinity. The
    diagonal entries dist[i][i] are 0, since the distance
    from a node to itself is zero. The graph may contain
    negative edge weights, but it does not contain any
    negative weight cycles.
//Your task is to determine the shortest path distance
    between all pair of nodes i and j in the graph.
#include <bits/stdc++.h>
using namespace std;
// Solves the all-pairs shortest path
// problem using Floyd Warshall algorithm
void floydWarshall(vector<vector<int>> &dist) {
   int V = dist.size():
   // Add all vertices one by one to
   // the set of intermediate vertices.
   for (int k = 0; k < V; k++) {
      // Pick all vertices as source one by one
       for (int i = 0: i < V: i++) {</pre>
          // Pick all vertices as destination
          // for the above picked source
          for (int i = 0: i < V: i++) {
              // shortest path from
              // i to i
              if(dist[i][k] != 1e8 && dist[k][j]!= 1e8)
```

```
dist[i][i] = min(dist[i][i].dist[i][k] + dist[
                   kl[il):
           }
       }
   }
int main() {
   int INF = 100000000:
   vector<vector<int>> dist = {
       {0, 4, INF, 5, INF},
       {INF, 0, 1, INF, 6}.
       {2, INF, 0, 3, INF},
       {INF, INF, 1, 0, 2},
       {1, INF, INF, 4, 0}
   floydWarshall(dist);
   for(int i = 0: i < dist.size(): i++) {</pre>
       for(int j = 0; j<dist.size(); j++) {</pre>
           cout<<dist[i][j]<<" ";
       cout << endl;
   return 0;
```

3.8 Maximum Flow

```
//The max flow problem is a classic optimization problem in
    graph theory that involves finding the maximum amount
    of flow that can be sent through a network of pipes,
    channels, or other pathways, subject to capacity
    constraints. The problem can be used to model a wide
    variety of real-world situations, such as
    transportation systems, communication networks, and
    resource allocation.

#include <bits/stdc++.h>

using namespace std;

#define _ ios::sync_with_stdio(0);cin.tie(0);

vector<vector<int>> capacity;
vector<vector<int>> G;

int bfs(int s, int t, vector<int> &parent) {
    fill(parent.begin(), parent.end(), -1);
```

```
parent[s] = -2:
queue<pair<int, int>> q;
q.push({s, INT_MAX});
while (!q.empty()) {
 int cur = a.front().first;
 int flow = q.front().second;
 q.pop();
 for (int next : G[cur]) {
  if (parent[next] == -1 && capacitv[cur][next]) {
   parent[next] = cur:
   int new_flow = min(flow, capacity[cur][next]);
   if (next == t)
    return new flow:
   q.push({ next, new_flow });
return 0;
int maxflow(int s, int t) {
int flow = 0:
vector<int> parent(G.size());
int new_flow;
while (new_flow = bfs(s, t, parent)) {
 flow += new flow:
 int cur = t;
 while (cur != s) {
  int prev = parent[cur];
  capacity[prev][cur] -= new_flow;
  capacity[cur][prev] += new_flow;
  cur = prev:
return flow:
int main() {
int n, m;
cin >> n >> m;
int s. t:
cin >> s >> t;
G = vector<vector<int>>(n + 1, vector<int>());
capacity = vector<vector<int>>(n+1, vector<int>(n+1, 0));
```

```
int u, v, w;
while (m--) {
  cin >> u >> v >> w;
  capacity[u][v] += w;
  G[u].push_back(v);
  G[v].push_back(u);
}

cout << maxflow(s, t) << "\n";
return 0;
}</pre>
```

3.9 Minimum Spanning Tree

```
#include <bits/stdc++.h>
using namespace std;
// Disjoint set data struture
class DSU {
   vector<int> parent, rank;
public:
   DSU(int n) {
       parent.resize(n);
       rank.resize(n):
       for (int i = 0; i < n; i++) {</pre>
           parent[i] = i;
           rank[i] = 1:
   }
   int find(int i) {
       return (parent[i] == i) ? i : (parent[i] = find(
            parent[i])):
   }
   void unite(int x, int y) {
       int s1 = find(x), s2 = find(y);
       if (s1 != s2) {
           if (rank[s1] < rank[s2]) parent[s1] = s2;</pre>
           else if (rank[s1] > rank[s2]) parent[s2] = s1;
           else parent[s2] = s1, rank[s1]++;
bool comparator(vector<int> &a,vector<int> &b){
```

```
if(a[2]<=b[2])return true:</pre>
                return false:
// V = vertices on graph
int kruskalsMST(int V, vector<vector<int>> &edges) {
                // Sort all edhes
                sort(edges.begin(), edges.end(),comparator);
                // Traverse edges in sorted order
                DSU dsu(V):
                int cost = 0. count = 0:
                for (auto &e : edges) {
                                  int x = e[0], v = e[1], w = e[2];
                                  // Make sure that there is no cycle
                                  if (dsu.find(x) != dsu.find(y)) {
                                                   dsu.unite(x, v):
                                                   cost += w:
                                                   if (++count == V - 1) break;
                               }
               return cost;
int main() {
                // An edge contains, weight, source and destination
                vector<vector<int>> edges = {
                                  \{0, 1, 10\}, \{1, 3, 15\}, \{2, 3, 4\}, \{2, 0, 6\}, \{0, 3, 4\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}, \{1, 10\}
               }:
                cout<<kruskalsMST(4. edges):</pre>
                return 0:
```

3.10 Segment Tree

```
/*
Let us consider the following problem to understand Segment
    Trees without recursion.
We have an array arr[0 . . . n-1]. We should be able to,
Find the sum of elements from index 1 to r where 0 <= 1 <= r
    <= n-1</pre>
```

```
Change the value of a specified element of the array to a
    new value x. We need to do arr[i] = x where 0 <= i <= n
     -1.
#include <bits/stdc++.h>
using namespace std;
// limit for array size
const int N = 100000;
int n: // arrav size
// Max size of tree
int tree[2 * N]:
// function to build the tree
void build( int arr[])
    // insert leaf nodes in tree
    for (int i=0; i<n; i++)</pre>
       tree[n+i] = arr[i];
    // build the tree by calculating parents
   for (int i = n - 1; i > 0; --i)
       tree[i] = tree[i<<1] + tree[i<<1 | 1];</pre>
// function to update a tree node
void updateTreeNode(int p, int value)
    // set value at position p
    tree[p+n] = value:
    p = p+n;
    // move upward and update parents
    for (int i=p; i > 1; i >>= 1)
       tree[i>>1] = tree[i] + tree[i^1];
}
// function to get sum on interval [1, r)
int query(int 1, int r)
    int res = 0;
    // loop to find the sum in the range
    for (1 += n, r += n; 1 < r; 1 >>= 1, r >>= 1)
       if (1&1)
           res += tree[1++]:
```

```
if (r&1)
           res += tree[--r]:
   return res:
// driver program to test the above function
int main()
   int a[] = \{1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12\}:
   // n is global
   n = sizeof(a)/sizeof(a[0]);
   // build tree
   build(a):
   // print the sum in range(1,2) index-based
   cout << query(1, 3)<<endl;</pre>
   // modify element at 2nd index
   updateTreeNode(2, 1);
   // print the sum in range(1,2) index-based
   cout << query(1, 3)<<endl;</pre>
   return 0;
```

3.11 Topological Sort

```
#include <bits/stdc++.h>
using namespace std;

// TOPOLOGICAL SORT FROM COURSE SCHEDULE (CSES) USING DFS

// IT ALREADY CHECKS IF THERE IS A CYCLE

vector<vector<int>> G;
vector<int> visited;
vector<int> visitedPath;
stack<int> topological;

void dfs(int i, int path, int &ok) {
   if (visited[i])
      return;
```

```
visited[i] = 1:
   visitedPath[i] = path;
   for (int p : G[i]) {
       if (visited[p] && visitedPath[p]) {
          ok = 0:
          return;
       }
       if (!visited[p]) {
           dfs(p, path, ok);
   }
   visitedPath[i] = 0:
   topological.push(i);
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0);
   int n, m;
   cin >> n >> m;
   G = vector<vector<int>>(n + 1, vector<int>());
   visited = vector<int>(n + 1, 0);
   visitedPath = vector<int> (n + 1, 0):
   int a. b:
   for (int i = 0; i < m; i++) {</pre>
       cin >> a >> b;
       G[a].push_back(b);
   for (int i = 1: i <= n: i++) {
       if (visited[i])
          continue;
       int ok = 1:
       dfs(i, i, ok):
       if (!ok) {
           cout << "IMPOSSIBLE\n";</pre>
          return 0;
   }
   while (!topological.empty()) {
       int c = topological.top();
```

```
topological.pop();
    cout << c << ' ';
}
return 0;
}</pre>
```

3.12 Union-Find

```
1. Find:
The task is to find representative of the set of a given
     element. The representative is always root of the tree.
     So we implement find() by recursively traversing the
     parent array until we hit a node that is root (parent
    of itself).
2. Union:
The task is to combine two sets and make one. It takes two
     elements as input and finds the representatives of
     their sets using the Find operation, and finally puts
    either one of the trees (representing the set) under
     the root node of the other tree.
*/
#include <iostream>
#include <vector>
using namespace std;
class UnionFind {
   vector<int> parent:
public:
   UnionFind(int size) {
       parent.resize(size);
      // Initialize the parent array with each
       // element as its own representative
       for (int i = 0: i < size: i++) {</pre>
          parent[i] = i;
      }
   }
   // Find the representative (root) of the
   // set that includes element i
   int find(int i) {
       // If i itself is root or representative
```

```
if (parent[i] == i) {
           return i:
       7
      // Else recursively find the representative
       // of the parent
       return find(parent[i]);
   }
   // Unite (merge) the set that includes element
   // i and the set that includes element j
   void unite(int i, int i) {
       // Representative of set containing i
       int irep = find(i);
       // Representative of set containing j
       int jrep = find(j);
       // Make the representative of i's set
       // be the representative of j's set
       parent[irep] = jrep;
}:
int main() {
   int size = 5:
   UnionFind uf(size):
   uf.unite(1, 2);
   uf.unite(3, 4):
   bool inSameSet = (uf.find(1) == uf.find(2));
   cout << "Are 1 and 2 in the same set? '</pre>
        << (inSameSet ? "Yes" : "No") << endl:
   return 0;
```

4 Math

4.1 Divisors

```
#include <bits/stdc++.h>
using namespace std;
int main() {
   ios_base::sync_with_stdio(false);
   cin.tie(0):
```

```
long long n;
cin >> n;

for (int i = 1; i <= sqrt(n); i++) {
    if (n % i == 0) {
        if (n / i == i) {
            cout << i << '\n';
        } else {
            cout << i << " " << n / i << '\n';
        }
    }
}

return 0;
}</pre>
```

4.2 GCD

```
#include <bits/stdc++.h>
using namespace std;
int GCD(int a, int b) {
  if (a == 0)
    return b;
  return GCD(b%a, a);
}
```

4.3 Gaussian Elimination

```
// Given a linear system, find the value of the variables
#include <bits/stdc++.h>
using namespace std;

// matrix: coefficient matrix (n*n)
// sums: vector of the resulting sum of each line (n)
vector<long double> gauss(vector<vector<long double>>&
    matrix, vector<long double>& sums) {
    int n = matrix.size();
    for(int i = 0; i < n; i++) {
        int max_row = i;
        long double max_val = std::abs(matrix[i][i]);

    for(int k = i + 1; k < n; k++) {</pre>
```

```
if(std::abs(matrix[k][i]) <= max val)</pre>
               continue:
           max_val = std::abs(matrix[k][i]);
           max row = k:
       }
       if(max row != i) {
           swap(matrix[i], matrix[max_row]);
           swap(sums[i], sums[max_row]);
       for(int k = i + 1: k < n: k++) {</pre>
           long double factor = matrix[k][i] / matrix[i][i];
           matrix[k][i] = 0.0:
           for(int j = i + 1; j < n; j++)
               matrix[k][i] -= factor * matrix[i][i]:
           sums[k] -= factor * sums[i];
    }
    vector<long double> result(n);
    for(int i = n - 1; i \ge 0; i--) {
       result[i] = sums[i]:
       for(int j = i + 1; j < n; j++)
           result[i] -= matrix[i][j] * result[j];
       result[i] /= matrix[i][i];
    return result;
}
int main() {
    ios base::svnc with stdio(0):
    cin.tie(0):
    // Matrix size (n*n) and number of variables
    int n:
    cin >> n:
    // Read the coefficients (n for n lines)
    vector<vector<long double>> matrix(n, vector<long double</pre>
        >(n));
    for(int i = 0: i < n: i++) {</pre>
       for(int j = 0; j < n; j++)
           cin >> matrix[i][i]:
```

```
// Read the result of each line
vector<long double> sum(n);
for(int i = 0; i < n; i++)
        cin >> sum[i];

// Vector with the value of each variable
auto answer = gauss(matrix, sum);

cout << fixed << showpoint;
cout << setprecision(2);
cout << answer[0];
for(int i = 1; i < n; i++)
        cout << " " << answer[i];
cout << '\n';
return 0;</pre>
```

4.4 Lines Intersection

```
// Encontra interseo de duas retas descritas por ax+by=c.
#include <bits/stdc++.h>
using namespace std;

int main() {
    double a1, b1, c1, a2, b2, c2;
    cin >> a1 >> b1 >> c1 >> a2 >> b2 >> c2;
    double det = a1*b2 - a2*b1;
    if (fabs(det) < 1e-9) {
        cout << "Paralelas";
    } else {
        double x = (b2*c1 - b1*c2) / det;
        double y = (a1*c2 - a2*c1) / det;
        cout << x << " " << y;
    }
    return 0;
}
```

4.5 Log A to base B

```
#include <bits/stdc++.h>
using namespace std;
long long log_a_to_base_b(long long a, long long b) {
    return log2(a) / log2(b);
}
```

4.6 Point Inside Triangle

```
// Check if point lies inside a triangle using barycentric
    coordinates
#include <bits/stdc++.h>
using namespace std:
struct point {
   double x, v;
bool is_point_inside_triangle(point A, point B, point C,
    point P) {
   // Calculate the barvcentric coordinates
   // of point P with respect to triangle ABC
   double denominator = ((B.y - C.y) * (A.x - C.x) + (C.x -
        B.x) * (A.v - C.v));
   double a = ((B.y - C.y) * (P.x - C.x) + (C.x - B.x) * (P.x)
        v - C.v)) / denominator:
   double b = ((C.y - A.y) * (P.x - C.x) + (A.x - C.x) * (P.x - C.x)
        y - C.y)) / denominator;
   double c = 1 - a - b:
   // Check if all barvcentric coordinates
   // are non-negative
   return a >= 0 \&\& b >= 0 \&\& c >= 0; // returns true if
        point lies exactly in the border
   // return a > 0 && b > 0 && c 0; returns false if point
        lies exactly in the border
int main() {
   cin.tie(0):
   ios_base::sync_with_stdio(0);
   point A, B, C, P;
   cin >> A.x >> A.y >> B.x >> B.y >> C.x >> C.y;
   cin >> P.x >> P.y;
   cout << (is_point_inside_triangle(A, B, C, P) ? "YES\n" :</pre>
         "NO\n");
   return 0;
```

4.7 Primality Test

```
// Optimised school method based C++ program to check if a
// number is prime
- #include <bits/stdc++.h>
```

```
using namespace std;
bool isPrime(int n)
    // Corner case
    if (n <= 1)
       return false;
    // Check from 2 to square root of n
    for (int i = 2; i <= sqrt(n); i++)</pre>
       if (n % i == 0)
           return false:
    return true:
}
// Driver Program to test above function
int main()
    isPrime(11) ? cout << " true\n" : cout << " false\n";</pre>
    isPrime(15) ? cout << " true\n" : cout << " false\n";</pre>
   return 0:
}
// This code is contributed by Vikash Sangai
```

4.8 Prime Factorization

```
#include <iostream>
#include <vector>
using namespace std;

int main()
{
   int n;
   cin >> n;
   int spf[n + 1];

for (int i = 2; i <= n; i++)
   spf[i] = i;

for (int x = 2; x <= n; x++) // Calcula o vetor spf
   {
   if (spf[x] != x)
      continue;

   for (int i = 2*x; i <= n; i += x)
   spf[i] = min(spf[i], x);</pre>
```

4.9 Sieve

```
#include <bits/stdc++.h>
using namespace std;
vector<bool> primes;
void sieve(long long n) {
   primes = vector<bool>(n + 1, true);
   primes[0] = primes[1] = false;
   for (int i = 2; i <= sqrt(n); i++) {</pre>
      if (primes[i]) {
          for (int j = i * i; j <= n; j += i) {
              primes[j] = false;
   }
int main() {
   ios_base::sync_with_stdio(false);
   cin.tie(0):
   sieve(100):
   return 0;
```

5 String

5.1 Knuth-Morris-Prat

```
Given two strings txt and pat, the task is to return all
    indices of occurrences of pat within txt.
Examples:
Input: txt = abcab . pat = ab
Output: [0, 3]
Explanation: The string ab occurs twice in txt, first
    occurrence starts from index 0 and second from index 3.
Input: txt= aabaacaadaabaaba , pat =
Output: [0, 9, 12]
// C++ program to search the pattern in given text using
// KMP Algorithm
#include <iostream>
#include <string>
#include <vector>
using namespace std;
void constructLps(string &pat, vector<int> &lps) {
   // len stores the length of longest prefix which
   // is also a suffix for the previous index
   int len = 0:
   // lps[0] is always 0
   lps[0] = 0;
   int i = 1:
   while (i < pat.length()) {</pre>
       // If characters match, increment the size of lps
       if (pat[i] == pat[len]) {
          len++:
          lps[i] = len;
          i++:
       // If there is a mismatch
       else {
          if (len != 0) {
```

```
// Update len to the previous lps value
              // to avoid reduntant comparisons
              len = lps[len - 1]:
           }
           else {
              // If no matching prefix found, set lps[i] to
              lps[i] = 0;
              i++:
          }
       }
}
vector<int> search(string &pat, string &txt) {
   int n = txt.length();
   int m = pat.length();
   vector<int> lps(m);
   vector<int> res:
   constructLps(pat, lps);
   // Pointers i and j, for traversing
   // the text and pattern
   int i = 0:
   int j = 0;
   while (i < n) {
       // If characters match, move both pointers forward
       if (txt[i] == pat[i]) {
           i++:
           j++;
           // If the entire pattern is matched
           // store the start index in result
           if (i == m) {
              res.push_back(i - j);
              // Use LPS of previous index to
              // skip unnecessary comparisons
              j = lps[j - 1];
       }
       // If there is a mismatch
       else {
```

5.2 Levenshtein's Distance

```
// Calcula o nmero mnimo de operaes necessrias para
    transformar uma string em outra.
//Levenshtein distance is a measure of the similarity
    between two strings, which takes into account the
    number of insertion, deletion and substitution
    operations needed to transform one string into the
// C++ code for the above approach:
#include <bits/stdc++.h>
using namespace std;
int levenshteinTwoMatrixRows(const string& str1,
                         const string& str2)
   int m = str1.length();
   int n = str2.length();
   vector<int> prevRow(n + 1, 0);
   vector<int> currRow(n + 1, 0):
   for (int j = 0; j <= n; j++) {</pre>
       prevRow[j] = j;
```

```
for (int i = 1; i <= m; i++) {</pre>
       currRow[0] = i:
       for (int j = 1; j <= n; j++) {
          if (str1[i - 1] == str2[j - 1]) {
              currRow[j] = prevRow[j - 1];
          }
           else {
              currRow[j] = 1
                         + min(
                             // Insert
                              currRow[j - 1],
                             min(
                                 // Remove
                                 prevRow[j],
                                 // Replace
                                 prevRow[j - 1]));
       prevRow = currRow;
   return currRow[n]:
// Drivers code
int main()
   string str1 = "kitten";
   string str2 = "sitting";
   // Function Call
   int distance = levenshteinTwoMatrixRows(str1, str2);
   cout << "Levenshtein Distance: " << distance;</pre>
   return 0:
```

5.3 Longest Common Subsequence

```
/*
Given two strings, s1 and s2, the task is to find the length
of the Longest Common Subsequence. If there is no
common subsequence, return 0. A subsequence is a string
generated from the original string by deleting 0 or
```

```
the remaining characters.
Example:
Input: s1 = AGGTAB , s2 = GXTXAYB
Output: 4
Explanation: The longest common subsequence is GTAB.
// C++ program to find the longest common subsequence of two
     strings
// using space optimization
#include <iostream>
#include <vector>
using namespace std;
int lcs(string &s1, string &s2) {
   int m = s1.length(), n = s2.length();
   // dp vector is initialized to all zeros
   // This vector stores the LCS values for the current row.
   // dp[j] represents LCS of s1[0..i] and s2[0..j]
   vector < int > dp(n + 1, 0);
   // i and j represent the lengths of s1 and s2
        respectively
   for (int i = 1; i <= m; ++i) {</pre>
       // prev stores the value from the previous
       // row and previous column (i-1), (j -1)
       // Used to keep track of LCS[i-1][j-1] while updating
             dp[i]
       int prev = dp[0];
       for (int j = 1; j <= n; ++j) {
          // temp temporarily stores the current
           // dp[j] before it gets updated
           int temp = dp[i]:
          // If characters match, add 1 to the value
          // from the previous row and previous column
           // dp[i] = 1 + LCS[i-1][i-1]
          if (s1[i - 1] == s2[i - 1])
              dp[j] = 1 + prev;
           else
              // Otherwise, take the maximum of the
              // left (dp[j-1]) and top (dp[j]) values
```

more characters, without changing the relative order of

```
dp[j] = max(dp[j - 1], dp[j]);

    // Update prev for the next iteration
    // This keeps the value of the previous
    // row (i-1) for future comparisons
    prev = temp;
}

// The last element of the vector contains the length of
    the LCS
    // dp[n] stores the length of LCS of s1[0..m] and s2[0..n
    ]
    return dp[n];
}

int main() {
    string s1 = "AGGTAB", s2 = "GXTXAYB";
    cout << lcs(s1, s2);
    return 0;
}</pre>
```

6 Vector

6.1 Binary Search

```
#include <bits/stdc++.h>
using namespace std;
int binarySeach(vector<int> &arr, int val) {
   int l = 0, r = arr.size() - 1;

while (l <= r) {
   int middle = (l + r) / 2;

   if (arr[middle] == val)
      return middle;

   if (arr[middle] < val)
      l = middle + 1;
   else
      r = middle - 1;
}

return -1; // elemento nao encontrado
}</pre>
```

6.2 Kadane

```
#include <bits/stdc++.h>
using namespace std;
int main() {
    ios_base::sync_with_stdio(false);
    cin.tie(0);

    vector<int> arr = {3, -2, 1, 5, -4, 7, 9};

    int MAX = arr[0], sum = arr[0];

    for (int i = 1; i < arr.size(); i++) {
        sum = max(arr[i], sum + arr[i]);
        MAX = max(MAX, sum);
    }

    cout << MAX << '\n';
    return 0;
}</pre>
```

6.3 Longest Increasing Subsequence

```
Given an array arr[] of size N, the task is to find the
    length of the Longest Increasing Subsequence (LIS) i.e
    ., the longest possible subsequence in which the
    elements of the subsequence are sorted in increasing
    order, in O(N log N).

Examples:
Input: arr[] = {3, 10, 2, 1, 20}
Output: 3
Explanation: The longest increasing subsequence is 3, 10, 20

Input: arr[] = {3, 2}
Output:1
Explanation: The longest increasing subsequences are {3} and
    {2}

Input: arr[] = {50, 3, 10, 7, 40, 80}
Output: 4
```

```
Explanation: The longest increasing subsequence is {3, 7,
     40, 80}
// Binary Search Approach of Finding LIS by
// reducing the problem to longest
// common Subsequence
#include <bits/stdc++.h>
using namespace std;
int lengthOfLIS(vector<int>& arr)
   // Binary search approach
   int n = arr.size();
   vector<int> ans;
   // Initialize the answer vector with the
   // first element of arr
   ans.push_back(arr[0]);
   for (int i = 1; i < n; i++) {</pre>
       if (arr[i] > ans.back()) {
           // If the current number is greater
           // than the last element of the answer
           // vector, it means we have found a
           // longer increasing subsequence.
           // Hence, we append the current number
           // to the answer vector.
           ans.push_back(arr[i]);
       else {
           // If the current number is not
           // greater than the last element of
           // the answer vector, we perform
           // a binary search to find the smallest
           // element in the answer vector that
           // is greater than or equal to the
           // current number.
           // The lower bound function returns
           // an iterator pointing to the first
           // element that is not less than
           // the current number.
           int low = lower_bound(ans.begin(), ans.end(),
```

```
arr[i])
                   - ans.begin();
          // We update the element at the
          // found position with the current number.
          // By doing this, we are maintaining
          // a sorted order in the answer vector.
          ans[low] = arr[i]:
      }
   }
   // The length of the answer vector
   // represents the length of the
   // longest increasing subsequence.
   return ans.size();
// Driver program to test above function
   vector<int> arr = { 10, 22, 9, 33, 21, 50, 41, 60 };
   // Function call
   printf("Length of LIS is %d\n", lengthOfLIS(arr));
   return 0;
```

6.4 Prefix Sum

```
#include <bits/stdc++.h>
using namespace std;
int main() {
    ios_base::sync_with_stdio(false);
    cin.tie(0);

    int n, q;
    cin >> n >> q;

    vector<long long> arr(n + 1);
    arr[0] = 0;
    long long sum = 0, temp;

    for (int i = 1; i <= n; i++) {
        cin >> temp;
        sum += temp;
    }
}
```

```
arr[i] = sum;
}
int a, b;
while (q--) {
   cin >> a >> b;
   cout << arr[b] - arr[a - 1] << '\n';
}
return 0;</pre>
```

6.5 Range Xor Queries

```
#include <bits/stdc++.h>
using namespace std;
int main() {
   ios::sync_with_stdio(0);
   cin.tie(0):
   int n, q;
   cin >> n >> q;
   vector<long long> arr(n + 1);
   long long sum = 0, temp;
   for (int i = 1; i <= n; i++) {</pre>
       cin >> temp;
       sum = sum ^ temp:
       arr[i] = sum;
   int a, b;
   while (q--) {
       cin >> a >> b:
       cout << (arr[b] ^ arr[a - 1]) << '\n';</pre>
   return 0;
```