```
#include<bits/stdc++.h>
using namespace std;
//array declared globally so that we don't have to pass them
again and again
long input [4] = \{3, 2, 4, 1\}; //taking an example array input, we
will build a minimum range query segment tree
long seg[16]; //Segment tree array, its size in worst case
might get 4*n
//function prototypes
void printarray(long [],long); //A function to print array
long query(long ,long ,long ,long ,long);
void build(long tnode,long starti,long endi) //building the
segment tree
    if(starti==endi) //if index is like (5,5), the value to be
    fetched is input[5], by common sense
        seg[tnode]=input[starti];
        return;
    else //else build the childs and then get value
        long mid=(starti+endi)/2; //calculate mid
        build(tnode*2,starti,mid); //build left subtree
        build(tnode*2+1,mid+1,endi); //build right subtree
        if(seg[tnode*2]<seg[tnode*2+1]) //fetch values from</pre>
        children
            seg[tnode]=seg[tnode*2];
        else
            seg[tnode]=seg[tnode*2+1];
int main()
    build(1,0,3); //1 is start index of segtree, 0 and 3 is
    the range of input array
    printarray(seg,16); // printing the segtree array
    cout < query(1,0,3,0,2); //1 start index of segtree, 0 and
    3 range of input array, 0 and 2 range of query
    return 0;
void printarray(long input[],long n)
```

```
long i;
    cout<<"----
    <endl;
    for(i=0;i<n;i++)
        cout<<input[i]<<" ";</pre>
    cout<<endl<<"----
    ----"<<endl;
long query(long node,long 1,long r,long qs,long qe)
    if(qs<=l && qe>=r) //if falls under query range
        return seg[node];
    else if(qe<l | qs>r) //if falls out of query range
        return INT_MAX;
    else //else
        long mid=(1+r)/2i //take mid
        long a=query(node*2,1,mid,qs,qe); //build two halves
        of the tree
        long b=query(node*2+1,mid+1,r,qs,qe);
        if(a<b) //return the smaller value</pre>
            return a;
        else
            return b;
```