

ACM-ICPC-REFERENCE

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1 Coding Resources

1.1 C++

1.1.1 IntToBinary

```
typedef long long int lli;

lli bitsInInt(lli n) {
    return floor(log2(n) + 1LL);
}

vector<int> intToBitsArray(lli n) {
    n = abs(n);
    if (!n) {
        vector<int> v;
        return v;
    }
    int length = bitsInInt(n);
    int lastPos = length - 1;
    vector<int> v(length);
    for (lli i = lastPos, j = 0; i > -1LL; i--,
        ↪ j++) {
        lli aux = (n >> i) & 1LL;
        v[j] = aux;
    }
    return v;
}
```

1.1.2 IOOptimizationCPP

```
int main() {
    ios_base::sync_with_stdio(0);
    cin.tie(0);
}
```

1.1.3 PrintVector

```
void printv(vector<int> v) {
    if (v.size() == 0) {
        cout << "[]" << endl;
        return;
    }
    cout << "[" << v[0];
    for (int i = 1; i < v.size(); i++) {
        cout << ", " << v[i];
    }
    cout << "]" << endl;
}
```

1.1.4 PriorityQueueOfClass

```
struct Object {
    char first;
    int second;
};

int main() {
    auto cmp = [](const Object& a, const Object& b)
        ↪ {return a.second > b.second;};
    priority_queue<Object, vector<Object>,
        ↪ decltype(cmp)> pq(cmp);
    vector<Object> v = {{'c', 3}, {'a', 1}, {'b',
        ↪ 2}};
    sort(v.begin(), v.end(), cmp);
    return 0;
}
```

1.1.5 ReadLineCpp

```
string input() {
    string ans;
    // cin >> ws; // eats all whitespaces.
    getline(cin, ans);
    return ans;
}
```

1.1.6 SortPair

```
pair<int, int> p;
sort(p.begin(), p.end());
// sorts array on the basis of the first element
```

1.1.7 SortVectorOfClass

```
struct Object {
    char first;
    int second;
};

int main() {
    auto cmp = [](const Object& a, const Object& b)
        ↪ {return a.second > b.second;};
    vector<Object> v = {{'c', 3}, {'a', 1}, {'b',
        ↪ 2}};
    sort(v.begin(), v.end(), cmp);
    printv(v);
    return 0;
}
```

1.1.8 SplitString

```
vector<string> split(string str, char token) {
    stringstream test(str);
    string segment;
    vector<std::string> seglist;

    while (std::getline(test, segment, token))
        seglist.push_back(segment);
    return seglist;
}
```

1.2 Python

1.2.1 SortListOfClass

```
class MyObject:
    def __init__(self, first, second):
        self.first = first
        self.second = second

li = [MyObject('c', 3), MyObject('a', 1),
    ↪ MyObject('b', 2)]

li.sort(key=lambda x: x.first, reverse=False)
```

2 Data Structures

3 Geometry

4 Graphs

4.1 CycleInDirectedGraph

```
int n; // max node id >= 1
vector<vector<int>> ady; // ady.resize(n + 1)
vector<int> vis; // vis.resize(n + 1)
vector<vector<int>> cycles;
vector<int> cycle;
bool flag = false;
int rootNode = -1;

bool hasDirectedCycle(int u) {
    vis[u] = 1;
    for (auto &v : ady[u]) {
        if (v == u || vis[v] == 2)
            continue;
        if (vis[v] == 1 || hasDirectedCycle(v)) {
            if (rootNode == -1)
                rootNode = v, flag = true;
            if (flag) {
                cycle.push_back(u);
                if (rootNode == u)
                    flag = false;
            }
            return true;
        }
    }
    vis[u] = 2;
    return false;
}

bool hasDirectedCycle() {
    vis.clear();
    for (int u = 1; u <= n; u++)
        if (!vis[u]) {
            cycle.clear();
            if (hasDirectedCycle(u))
                cycles.push_back(cycle);
        }
    return cycles.size() > 0;
}
```

4.2 CycleInUndirectedGraph

```
int n; // max node id >= 1
vector<vector<int>> ady; // ady.resize(n + 1)
vector<bool> vis; // vis.resize(n + 1)
vector<vector<int>> cycles;
vector<int> cycle;
bool flag = false;
int rootNode = -1;

bool hasUndirectedCycle(int u, int prev) {
    vis[u] = true;
    for (auto &v : ady[u]) {
        if (v == u || v == prev)
            continue;
        if (vis[v] || hasUndirectedCycle(v, u)) {
            if (rootNode == -1)
                rootNode = v, flag = true;
            if (flag) {

```

```
                cycle.push_back(u);
                if (rootNode == u)
                    flag = false;
            }
            return true;
        }
    }
    return false;
}

bool hasUndirectedCycle() {
    vis.clear();
    for (int u = 1; u <= n; u++)
        if (!vis[u]) {
            cycle.clear();
            if (hasUndirectedCycle(u, -1))
                cycles.push_back(cycle);
        }
    return cycles.size() > 0;
}
```

4.3 FloodFill

```
int n, m, oldColor = 0, color = 1;
vector<vector<int>> mat;

vector<vector<int>> movs = {
    {1, 0},
    {0, 1},
    {-1, 0},
    {0, -1}
};

void floodFill(int i, int j) {
    if (i >= mat.size() || i < 0 || j >=
        ↪ mat[i].size() || j < 0 || mat[i][j] !=
        ↪ oldColor)
        return;
    mat[i][j] = color;
    for (auto move : movs)
        floodFill(i + move[1], j + move[0]);
}

void floodFill() {
    for (int i = 0; i < n; i++)
        for (int j = 0; j < m; j++)
            if (mat[i][j] == oldColor)
                floodFill(i, j);
}
```

4.4 IsBipartite

```
int n; // max node id >= 1
vector<vector<int>> ady; // ady.resize(n + 1)

bool isBipartite() {
    vector<int> color(n + 1, -1);
    for (int s = 1; s <= n; s++) {
        if (color[s] > -1)
            continue;
        color[s] = 0;
        queue<int> q; q.push(s);
        while (!q.empty()) {
            int u = q.front(); q.pop();
            for (int &v : ady[u]) {
                if (color[v] < 0)

```

```

        q.push(v), color[v] =
        ↪ !color[u];
        if (color[v] == color[u])
            return false;
    }
}
return true;
}

```

4.5 KruskalMST

```

typedef int Weight;
typedef pair<int, int> Edge;
typedef pair<Weight, Edge> Wedge;

vector<Wedge> Wedges; // gets filled from input;
vector<Wedge> mst;

int kruskal() {
    int cost = 0;
    sort(Wedges.begin(), Wedges.end());
    // reverse(Wedges.begin(), Wedges.end());
    UnionFind uf(n);
    for (Wedge &wedge : Wedges) {
        int u = wedge.second.first, v =
        ↪ wedge.second.second;
        if (!uf.areConnected(u, v))
            uf.join(u, v), mst.push_back(wedge),
            ↪ cost += wedge.first;
    }
    return cost;
}

```

4.6 TopologicalSort

```

int n; // max node id >= 1
vector<vector<int>> ady; // ady.resize(n + 1)
vector<int> vis; // vis.resize(n + 1)
vector<int> toposorted;

bool toposort(int u) {
    vis[u] = 1;
    for (auto &v : ady[u]) {
        if (v == u || vis[v] == 2)
            continue;
        if (vis[v] == 1 || !toposort(v))
            return false;
    }
    vis[u] = 2;
    toposorted.push_back(u);
    return true;
}

bool toposort() {
    vis.clear();
    for (int u = 1; u <= n; u++)
        if (!vis[u])
            if (!toposort(u))
                return false;
    return true;
}

```

4.7 UnionFind

```

struct UnionFind {
    vector<int> dad, size;

```

```

    int n;
    UnionFind(int N) : n(N), dad(N), size(N, 1) {
        while (--N) dad[N] = N;
    }

    int root(int u) {
        if (dad[u] == u) return u;
        return dad[u] = root(dad[u]);
    }

    bool areConnected(int u, int v) {
        return root(u) == root(v);
    }

    void join(int u, int v) {
        int Ru = root(u), Rv = root(v);
        if (Ru == Rv) return;
        --n, dad[Ru] = Rv;
        size[Rv] += size[Ru];
    }

    int getSize(int u) {
        return size[root(u)];
    }

    int numberOfSets() {
        return n;
    }
};

```

5 Maths

5.1 Combinatorics

5.2 Game Theory

5.3 Number Theory

5.4 Probability

6 Multiple Queries

6.1 Mo

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

6.2 SqrtDecomposition

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

7 Rare Topics

8 Strings