

```

pair<ll, ll> extendedEuclid(ll a, ll b) // returns x, y;
ax + by = gcd(a,b)
{
    if (b == 0) return {1, 0};
    else
    {
        pair<ll, ll> d = extendedEuclid(b, a % b);
        return {d.y, d.x - d.y * (a / b)};
    }
}

ll modularInverseEE(ll a, ll Mod)
{
    pair<ll, ll> ret = extendedEuclid(a, Mod);
    return ((ret.x % Mod) + Mod) % Mod;
}

ll modularInverseFL(ll A, ll B) // (A / B) % mod
{
    ll inverse = ((A % mod) * (Pow(B, mod - 2) %
mod)) % mod; // (A * B^-1) % mod
    return (inverse + mod) % mod;
}

```

Segment Tree:

```

const int N = 3e5 + 9; // start
int a[N];
int tree[4 * N];
void build(int node, int st, int en) //=> O(N)
{
    if (st == en)
    {
        tree[node] = a[st];
        return;
    }
    int mid = (st + en) / 2;
    build(2 * node, st, mid);
    build(2 * node + 1, mid + 1, en);
    tree[node] = tree[2 * node] + tree[2 * node + 1];
}

int query(int node, int st, int en, int l, int r)
//=> O(logn)
{
    if (st > r || en < l) {
        return 0;
    }
    if (l <= st && en <= r) {
        return tree[node];
    }
    int mid = (st + en) / 2;
    int q1 = query(2 * node, st, mid, l, r);
    int q2 = query(2 * node + 1, mid + 1, en, l, r);
    return q1 + q2;
}

```

```

void update(int node, int st, int en, int idx, int val)
//=> O(logn)
{
    if (st == en) {
        a[st] = val;
        tree[node] = val;
        return;
    }
    int mid = (st + en) / 2;
    int left = 2 * node, right = 2 * node + 1;
    if (idx <= mid) update(left, st, mid, idx, val);
    else update(right, mid + 1, en, idx, val);
    tree[node] = tree[left] + tree[right];
} // end

```

Lazy segment tree: // start

```

const int N = 5e5 + 9;
int a[N];
struct ST {
    #define lc (n << 1)
    #define rc ((n << 1) | 1)
    ll t[4 * N], lazy[4 * N];
    ST() {
        for (int i = 0; i < 4 * N; i++)
            t[i] = lazy[i] = 0;
    }
    inline void push(int n, int st, int en)
    {
        if (lazy[n] == 0) return;
        t[n] = t[n] + lazy[n] * (en - st + 1);
        if (st != en) {
            lazy[lc] = lazy[lc] + lazy[n];
            lazy[rc] = lazy[rc] + lazy[n];
        }
        lazy[n] = 0;
    }
    inline void pull(int n) {
        t[n] = t[lc] + t[rc];
    }
    void build(int n, int st, int en) {
        lazy[n] = 0;
        if (st == en) {
            t[n] = a[st];
            return;
        }
        int mid = (st + en) >> 1;
        build(lc, st, mid);
        build(rc, mid + 1, en);
        pull(n);
    }
    void update(int n, int st, int en, int l, int r, ll v)
    {
        push(n, st, en); // push the value left and
                        right child
        if (r < st || en < l) return;

```