

# Key points while solving questions

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1. Read Constraints First.
2. If constraints around  $1e4$  can use bitset.
3. Disconnected components common property to be found use a dummy node.
4. If  $A_1$  and  $A_n$  are adjacent double the array.
5. Use stack to find left and right boundaries.
6. For Mathematical problems workout small cases.
7. Check for small inputs and hence pigeonhole principle.
8. Think like a brute force solution first.
9. Think the problems in backward direction.
10. For cyclic shifts of permutations use position indexing.
11. Primes upto  $1e7$  always use linear sieve.
12. Constructive problems make partitions.
13. Problems with a edge contributions can be solved using DSU.