[H007] - Alpha Problem

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG MAX;
signed main() {
   ios::sync with stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   int n, k;
   cin >> n >> k;
   stack<int> st;
   while (n != 0) {
      st.push(n % k);
       n /= k;
    while (!st.empty()) {
     cout << st.top();</pre>
       st.pop();
```

[H006] - Word Merging

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG_MAX;
```

```
signed main() {
   ios::sync_with_stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   string s;
   cin >> s;
   stack<char> st;
   for (int i=0; i<s.size(); i++) {
       if (!st.empty()) {
           if (st.top() == s[i]) {
              st.pop();
           else{
             st.push(s[i]);
       else{
        st.push(s[i]);
  cout << st.size();</pre>
```

[H004] - Wood Cutting

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG MAX;
signed main(){
  ios::sync_with_stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   int n, S;
   cin >> n >> S;
   priority queue<int, vector<int>, greater<int>> pq;
```

```
for (int i = 0; i < n; ++i) {
    int a;
    cin >> a;
    pq.push(a);
}

int ans = 0;

while (pq.size() > 1) {
    int a = pq.top(); pq.pop();
    int b = pq.top(); pq.pop();
    int cost = a + b;
    ans += cost;
    pq.push(cost);
}

cout << ans << '\n';
}</pre>
```

[H003] - Isosceles Triangle

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG_MAX;
signed main(){
   ios::sync_with_stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   int n;
   cin >> n;
   map<int, int> m;
   for (int i = 0; i < n; i++) {
       int x;
       cin >> x;
       m[x]++;
   vector<pair<int, int>> v;
   for (auto it : m) {
       if (it.fi > 0) {
           v.push_back({it.fi, it.se});
```

```
int M = v.size();
vector < int > p(M + 1, 0);
for (int i = 0; i < M; i++) {
  p[i + 1] = p[i] + v[i].se;
int ans = 0;
for (int i = 0; i < M; i++) {
    int x = v[i].fi;
    int fx = v[i].se;
    if (fx >= 3) {
        ans += fx * (fx - 1) * (fx - 2) / 6;
    if (fx >= 2) {
       int a = fx * (fx - 1) / 2;
        auto b = lower_bound(v.begin(), v.end(), make_pair(2 * x, -inf));
        int c = distance(v.begin(), b);
        int d = p[c], e = d - fx;
        if (e < 0) {
           e = 0;
        ans += a * e;
cout << ans;
```

[H002] - Difference in Height

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG MAX;
signed main(){
   ios::sync with stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   int n;
   cin >> n;
   vector<int> v;
```

```
vector < int > p(n + 1);
for (int i=0; i<n; i++) {</pre>
   int x;
   cin >> x;
    v.push back(x);
sort(v.begin(), v.end());
vector<int> v2;
v2.push back(0);
for (int i=0; i<n; i++) {</pre>
   v2.push back(v[i]);
for (int i=1; i<=n; i++) {
  p[i] = p[i-1] + v2[i];
int ans = 0;
for (int i=1; i<=n; i++) {
  int tmp1 = p[i-1] - p[0];
   int tmp2 = p[n] - p[i];
   ans += (i - 1) * v2[i] - tmp1;
   ans += tmp2 - (n - i) * v2[i];
cout << ans / 2;
```

[H001] - Tom's Currency

```
#include <bits/stdc++.h>
using namespace std;
#define int long long
#define fi first
#define se second
const int N = 1e6 + 9;
const int N2 = N * 10;
const int mod = 1e9 + 7;
const int inf = LLONG_MAX;
signed main(){
   ios::sync_with_stdio(false);
   cin.tie(NULL);
   if (fopen("TASK.INP", "r")){
   freopen("TASK.INP", "r", stdin);
   freopen("TASK.OUT", "w", stdout);}
   int n;
   cin >> n;
   map<int, int> m;
    for (int i=0; i<n; i++) {</pre>
       int x;
       cin >> x;
        m[x]++;
```

```
cout << m.size() << "\n";

for (auto it : m) {
    cout << it.fi << " ";
}</pre>
```

Hashing: VQ44_FLOWERS

```
#include <bits/stdc++.h>
using namespace std;
int n, k;
vector<int> a;
vector<int> get ans(const vector<int>& A,int K) {
      map<int,int> Hash;
    for (int i=0; i<A.size(); i++) {</pre>
       Hash[A[i]]++;
    vector<int> ans;
    for (auto it : Hash) {
      Hash[it.first] --;
       ans.push_back(it.first);
       K--;
       if (K == 0) {
           return ans;
    for (auto it : Hash) {
       for (int i=0; i<it.second; i++) {</pre>
           ans.push_back(it.first);
           K--;
           if (K == 0) {
              return ans;
      return ans;
int main(){
     ios::sync with stdio(false); cin.tie(nullptr);
    if (fopen("TASK.INP", "r")){
       freopen("TASK.INP", "r", stdin);
        freopen("TASK.OUT", "w", stdout);
       cin >> n >> k;
       a.resize(n);
        for (int i = 0; i < n; i++) cin >> a[i];
```

```
vector<int> ans = get_ans(a,k);

for (const int& x: ans) cout << x << ' ';
 return 0;
}</pre>
```

Hashing: KiemKe

```
#include <bits/stdc++.h>
using namespace std;
int N;
int count distinct(const vector<string>& ids) {
      map<string,int> Hash;
      for (auto it : ids) {
       Hash[it]++;
   return Hash.size();
      ios::sync_with_stdio(false); cin.tie(nullptr);
      cin >> N;
       vector<string> ids(N);
      for (int i = 0; i < N; i++) cin >> ids[i];
      cout << count_distinct(ids);</pre>
      return 0;
```