E.Putting Candies

```
用candy[i]表示第i次操作后的糖果个数,A[i]表示第i个盘子的糖果个数有: candy[i+1] = candy[i] + A[candy[i] % N] 记录 candy[i] % N 的出现位置,当第二次出现时就找到了一个循环然后计算即可.
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```
using ll = int64_t;
const int max n = 2e5+10;
int N,A[max_n],pre[max_n];
11 candy[max_n];
int p, st = 0, ed;
11 a,b,p_candy;
11 ans = 0, K;
void solve(){
    for(int i = 0; i <= N-1; i++){
        candy[i+1] = candy[i] + A[candy[i] % N];
        if(pre[candy[i+1] % N] != -1){
            st = pre[candy[i+1] % N];
            ed = i+1;
            break;
        pre[candy[i+1] % N] = i+1;
    }
}
int main(){
    scanf(" %d %lld",&N,&K);
    for(int i = 0; i < N; i++)
        scanf(" %d",&A[i]);
    for(int i = 0; i < N; i++)
        pre[i] = -1;
    candy[0] = 0;
    pre[0] = 0;
    solve();
    if(K <= st)</pre>
        ans = candy[K];
    else{
        p = ed - st;
        p_candy = candy[ed] - candy[st];
        a = (K-st-1)/p;
```

```
b = (K-st-1)%p;
    ans = candy[st+b+1] + (a*p_candy);
}
printf("%lld\n",ans);
return 0;
}
```