

```
ceil(2.3);=3,ceil(-2.3)=-2 big int value
floor(2.3);=2 ,floor(-2.3)=-3 small int value
```

1. BITWISE NOT OPERATOR=>

$\sim N = -(N+1)$

//N MUST BE IN BINARY FORM

// NEGATIVE VALUE ALWAYS STORED IN 2's COMPLIMENT

2. sorting=>

```
bool cmp(pair<int,int>p1,pair<int,int>p2){ //
(obj1,obj2);
    int x=p1.first;
    int y=p2.first;
    if(x<y) // agar x ,1 se jyada bar ayega to fcfs algo
return true;
    else
return false;
}
sort(v.begin(),v.end(),cmp); //v={{2,3},{5,2},{2,4}};

    int a[n];
    sort(a,a+n);
    sort(v.begin(),v.end());
    sort(v.rbegin(),v.rend());
//sort(v.begin(),v.end(),greater<int>());
    2D vector sorting wrt row->
        sort(v[i].begin(),v[i].end()); //increasing
        sort(v[i].rbegin(),v[i].rend()); //decreasing
    2D vector sorting wrt colom->
        bool sortcol( const vector<int>& v1, const vector<int>&
v2 ) {
            return v1[i] <v2[i]; //incresing wrt i index colom
        }
        sort(v.begin(), v.end(),sortcol);
```

2.1 2D function calling vector =>

```
vector<vector<int>>
dp(n,vector<int>(w,-1)); //2D matrix with size of[n][w] all value is -1.
vector<vector<int>> &dp;
```

2.2 string numstr=to_string(cnt); // change number to string

2.3 string firstString = "Scaler";
string secondString = "Scaled";

```
int equal = s1.compare(s2); // finding lexographically compare
equal=0 // s1==s2
equal>0 // s1>s2
equal<0 // s1<s2
```


//ascii charecter with decimal value

9. int a=abs(-12); //return absolute value of number or expression

10. __gcd(8,12);

11. ios::sync_with_stdio(0);

12. auto keyword is used for any data declaration

13. map/multimap> //stored data in sorder order w.r.t key

```
int n,a;cin>>n;
map<int, int> fre;int x=1;
for(int i = 0; i < n; ++i){
    cin >> a;
    fre[a]++; //by default value 0 hoti h
    if(x<fre[a])
        x=fre[a];
}
```

14.

```
int n,input;cin>>n;
set<int>st; //store data in sorted order
for(int i=0;i<n;i++){
    cin>>input;
    st.insert(input);
}
//st.erase(100);st.count(200);
for(auto i:st)
    cout<<i<<" ";
```

15. queue<int>q;

q.push(23);

q.push(200);

q.push(400);

queue<int>temp=q;

temp.front(); // 23

temp.back(); //400

temp.pop(); // remove 23 from front side

while (!temp.empty()) {

cout << temp.front() << " ";

temp.pop();

}

priority_queue<int>pq; //max heap

priority_queue <int, vector<int>, greater<int> > pq; //min

heap

pq.push(5);

pq.push(1);

pq.push(10);

pq.push(30);

// One by one extract items from min heap

```

        while (!pq.empty()) {
            cout << pq.top() << " ";
            pq.pop();
        }

        map<string ,int>mp;    //store data in sorted order wrt key
        mp["vikas"]=30;
        bool present=mp.count(key);
        for(auto i:mp){
            cout<<i.first<<" "<<i.second<<endl;

pair<string,int>p1;
p1=make_pair("vikas", 56);
p1.first<<p1.second<<endl;
cout<<get<0>(p1)<<" "<<get<1>(p1)<<endl;
// tuple se acha to struct ka usedefined data type bna lo
tuple<string,int,int,bool>t1;
t1=make_tuple("vikas", 56,27,true);
    int n=tuple_size<decltype(t)>::value;
cout<<get<0>(t1)<<endl;
cout<<get<1>(t1)<<endl;

```

Graph->

```

    directed->undirected
    weighted->unweighted
    cyclic ->acyclic
    joint->disjoint

```

```

        vector<int>adj[n]; Array of integer_vector    ->    data structure to
store the unweighted graph
        vector<pair<int,int>>adj[n]; Array of pair_vector ->    data structure to
store the weighted graph

```

```

        cin>>n>>m;    //n nodes and m edges
        vector<int> adj[n]; // 0 based indexing ,array of vector
        for(int i=0;i<m;i++){
            int u,v; cin>>u>>v;
            adj[u].push_back(v);
            adj[v].push_back(u);  }

```

