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The Virtual Learning Environment for Computer Programming

## **Partial sums**

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Given an array A[0 ... n - 1] and an index *i*, the *i*-th partial sum of A is  $\sum_{0 \le j \le i} A[j]$ . Here, you have to implement a data structure to efficiently compute partial sums. The operations you must consider are the creation of an array with all its values initialized to zero, the modification of a value, and the query of a partial sum.

## Input

Input consists of a non-empty sequence of commands. Every command begins with a letter to identify it, followed by one or two integer-number parameters. These are the possible commands:

- "r n" resets (or creates) an array of n integer numbers to zero. Assume  $1 \le n \le 10^5$ .
- "s *i* x" sets the possition *i* to x. Assume  $0 \le i < n$  and  $-100 \le x \le 100$ .
- "g i" gets (and prints) the *i*-th partial sum. Assume  $0 \le i < n$ .

In general, there are much more set and get commands than reset commands. The first command is always a reset.

### Output

For each get command, print the corresponding partial sum. Print the output corresponding to each reset command on a unique line, separated by spaces.

## Sample input

r 8 s 0 3 s 1 2 s 2 1 s 3 5 s 4 4 s 5 3 s 6 2 s 7 3 g 0 g 1 g 2 g 3 g 4 g 5 g 6 g 7 s 3 8 g 2 g 7 s 3 -100 g 0 g 7 r 3 s 1 4 g 0 g 1 g 2 g 0

## Sample output

3 5 6 11 15 18 20 23 6 26 3 -82 0 4 4 0

#### **Problem information**

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