

## 0.1 The Skeleton

### The Mother Program

Every C++ program should begin with this. The `#include` statement will bring in the entire C++11 STL when compiled with `g++`, and the strange I/O statements will prevent standard IO from syncing with each other. This will speed up a program that reads from stdout/stdin substantially, at the cost of making `scanf` and `printf` completely unusable, so use only if you plan on using purely `cin` and `cout`.

---

```
// DURUMU
#include <bits/stdc++.h>

using namespace std;

int main() {
    ios::sync_with_stdio(false);
    cin.tie(0);

    // code goes here

    return 0;
}
```

---

### Makefile

To compile programs, use the following makefile, which incorporates the exact command used by the judges:

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```
main: main.cpp\\
    g++ -g -lm -lcrypt -O2 -std=c++11 main.cpp -o main\\
clean:\\
    rm main
```

---

### 0.1.1 Defines

The following `#defines` are *assumed* to be present for every code snippet in this entire notebook, but not all must be typed out for every problem.

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```
#define LSB(i) ((i) & (-i))
#define mid(a,b) ((a) + ((b)-(a))/2)
```

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