

Standard Code Library

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August 16, 2025

Contents

一切的开始	2
宏定义	2
对拍	2
快速编译运行（配合无插件 VSC）	3
数据结构	3
ST 表	3
线段树	4
朴素线段树	4
树状数组	7
数学	9
快速乘	9
快速幂	9
高精度	9
矩阵运算	11
质数筛	12
欧拉函数	12
朴素	12
筛法求欧拉函数	12
素性测试	13
试除法	13
Miller-Rabin	13
质因数分解	13
朴素质因数分解	13
Pollard-Rho	14
原根	14
欧几里得	15
扩展欧几里得	15
中国剩余定理	15
逆元	16
组合数	16
组合数预处理（递推法）	16
预处理逆元法	16
Lucas 定理	17
求具体值	17
FFT & NTT & FWT	18
FFT	18
NTT	19
FWT	20
线性基	20
贪心法	20
高斯消元法	21
公式	22
求和公式	22
图论	22
计算几何	22
字符串	22
最小表示法	22
杂项	22
日期	22

一切的开始

宏定义

- 需要 C++11

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 using LL = long long;
4 #define FOR(i, x, y) for (decay<decltype(y)>::type i = (x), _##i = (y); i < _##i; ++i)
5 #define FORD(i, x, y) for (decay<decltype(x)>::type i = (x), _##i = (y); i > _##i; --i)
6 #ifdef DEBUG
7 #ifndef ONLINE_JUDGE
8 #define zerol
9 #endif
10 #endif
11 #ifndef zerol
12 #define dbg(x...) do { cout << "\033[32;1m" << #x << " -> "; err(x); } while (0)
13 void err() { cout << "\033[39;0m" << endl; }
14 template<template<typename...> class T, typename t, typename... A>
15 void err(T<t> a, A... x) { for (auto v: a) cout << v << ' '; err(x...); }
16 template<typename T, typename... A>
17 void err(T a, A... x) { cout << a << ' '; err(x...); }
18 #else
19 #define dbg(...)
20 #define err(...)
21 #endif
22 // -----
```

- 调试时添加编译选项 -DDEBUG, 提交时注释
- 注意检查判题系统编译选项, 修改 #ifndef ONLINE_JUDGE
- FOR ++ 循环 FOR(循环变量名称, 循环变量起始值, 循环变量结束值 (不含))
- FORD - 循环
- err() 调试时输出 (支持单层迭代)
- dbg() 变色输出变量名和变量值 (支持单层迭代)
- 黄色 33, 蓝色 34, 橙色 31

对拍

- Linux

```
1 #!/usr/bin/env bash
2 g++ -o r main.cpp -O2 -std=c++11
3 g++ -o std std.cpp -O2 -std=c++11
4 while true; do
5     python gen.py > in
6     ./std < in > stdout
7     ./r < in > out
8     if test $? -ne 0; then
9         exit 0
10    fi
11    if diff stdout out; then
12        printf "AC\n"
13    else
14        printf "GG\n"
15        exit 0
16    fi
17 done
```

- Windows

```
1 @echo off
2 setlocal enabledelayedexpansion
3
4 g++ -o r main.cpp -O2 -std=c++11
5 g++ -o std std.cpp -O2 -std=c++11
6
7 :loop
8 python gen.py > in
9 if !errorlevel! neq 0 exit /b
```

```

10
11 std.exe < in > stdout
12 if !errorlevel! neq 0 exit /b
13
14 r.exe < in > out
15 if !errorlevel! neq 0 exit /b
16
17 fc /b stdout out > nul
18 if !errorlevel! equ 0 (
19     echo AC
20 ) else (
21     echo GG
22     exit /b
23 )
24
25 goto loop

```

快速编译运行（配合无插件 VSC）

- Linux

```

1 #!/bin/bash
2 g++ $1.cpp -o $1 -O2 -std=c++14 -Wall -Dzerol -g
3 if $? -eq 0; then
4     ./$1
5 fi

```

- Windows

```

@echo off
:: 参数为文件名（不含.cpp后缀）
g++ %1.cpp -o %1 -O2 -std=c++14 -Wall -Dzerol -g
if %errorlevel% equ 0 (
    %1.exe
)

```

数据结构

ST 表

- 一维

```

1 #define M 10
2
3 struct RMQ {
4     int f[22][M];
5     inline int highbit(int x) { return 31 - __builtin_clz(x); }
6     void init(int* v, int n) {
7         FOR (i, 0, n) f[0][i] = v[i];
8         FOR (x, 1, highbit(n) + 1)
9             FOR (i, 0, n - (1 << x) + 1)
10                 f[x][i] = min(f[x - 1][i], f[x - 1][i + (1 << (x - 1))]);
11     }
12     int get_min(int l, int r) {
13         assert(l <= r);
14         int t = highbit(r - l + 1);
15         return min(f[t][l], f[t][r - (1 << t) + 1]);
16     }
17 };

```

- 二维

```

1 #define maxn 10
2 LL n, m, a[maxn][maxn];
3
4 struct RMQ2D{
5     int f[maxn][maxn][10][10];
6     inline int highbit(int x) { return 31 - __builtin_clz(x); }

```

```

7 inline int calc(int x, int y, int xx, int yy, int p, int q) {
8     return max(
9         max(f[x][y][p][q], f[xx - (1 << p) + 1][yy - (1 << q) + 1][p][q]),
10        max(f[xx - (1 << p) + 1][y][p][q], f[x][yy - (1 << q) + 1][p][q])
11    );
12 }
13 void init() {
14     FOR (x, 0, highbit(n) + 1)
15     FOR (y, 0, highbit(m) + 1)
16     FOR (i, 0, n - (1 << x) + 1)
17     FOR (j, 0, m - (1 << y) + 1) {
18         if (!x && !y) { f[i][j][x][y] = a[i][j]; continue; }
19         f[i][j][x][y] = calc(
20             i, j,
21             i + (1 << x) - 1, j + (1 << y) - 1,
22             max(x - 1, 0), max(y - 1, 0)
23         );
24     }
25 }
26 inline int get_max(int x, int y, int xx, int yy) {
27     return calc(x, y, xx, yy, highbit(xx - x + 1), highbit(yy - y + 1));
28 }
29 };

```

线段树

朴素线段树

- 默认为最大值，可自行修改 struct Q struct P P operator &
- 注意建树时的下标问题 (1-based)

```

1 const LL INF = LONG_LONG_MAX;
2 #define maxn 10
3 LL n;
4
5 namespace SGT {
6     struct Q {
7         LL setv;
8         explicit Q(LL setv = -1): setv(setv) {}
9         void operator += (const Q& q) { if (q.setv != -1) setv = q.setv; }
10    };
11    struct P {
12        LL max;
13        explicit P(LL max = -INF): max(max) {}
14        void up(Q& q) { if (q.setv != -1) max = q.setv; }
15    };
16    template<typename T>
17    P operator & (T&& a, T&& b) {
18        return P(max(a.max, b.max));
19    }
20    P p[maxn << 2];
21    Q q[maxn << 2];
22    #define lson o * 2, l, (l + r) / 2
23    #define rson o * 2 + 1, (l + r) / 2 + 1, r
24    void up(int o, int l, int r) {
25        if (l == r) p[o] = P();
26        else p[o] = p[o * 2] & p[o * 2 + 1];
27        p[o].up(q[o]);
28    }
29    void down(int o, int l, int r) {
30        q[o * 2] += q[o]; q[o * 2 + 1] += q[o];
31        q[o] = Q();
32        up(lson); up(rson);
33    }
34    template<typename T>
35    void build(T&& f, int o = 1, int l = 1, int r = n) {
36        if (l == r) q[o] = f(l);
37        else { build(f, lson); build(f, rson); q[o] = Q(); }
38        up(o, l, r);
39    }
40    P query(int ql, int qr, int o = 1, int l = 1, int r = n) {

```

```

41     if (ql > r || l > qr) return P();
42     if (ql <= l && r <= qr) return p[o];
43     down(o, l, r);
44     return query(ql, qr, lson) & query(ql, qr, rson);
45 }
46 void update(int ql, int qr, const Q& v, int o = 1, int l = 1, int r = n) {
47     if (ql > r || l > qr) return;
48     if (ql <= l && r <= qr) q[o] += v;
49     else {
50         down(o, l, r);
51         update(ql, qr, v, lson); update(ql, qr, v, rson);
52     }
53     up(o, l, r);
54 }
55 }
56
57 // -----
58 void solve(){
59     vector<LL> arr = {1, 5, 7, 4, 2, 8, 3, 6, 10, 9};
60     n = arr.size();
61     SGT::build([&](int idx){
62         return SGT::Q(arr[idx-1]);
63     });
64     for(LL i=1; i<=n; i++){
65         dbg(SGT::query(1, i).max);
66     }
67     SGT::update(2, 4, SGT::Q(-3));
68     cout << "MODIFIED\n";
69     for(LL i=1; i<=n; i++){
70         dbg(SGT::query(1, i).max);
71     }
72 }

```

- 区间修改, 区间累加, 查询区间和、最大值、最小值。

```

1  #define maxn 100005
2  #define INF LONG_LONG_MAX
3  LL a[maxn], n;
4
5  struct IntervalTree {
6      #define ls o * 2, l, m
7      #define rs o * 2 + 1, m + 1, r
8      static const LL M = maxn * 4, RS = 1E18 - 1;
9      LL addv[M], setv[M], minv[M], maxv[M], sumv[M];
10     void init() {
11         memset(addv, 0, sizeof addv);
12         fill(setv, setv + M, RS);
13         memset(minv, 0, sizeof minv);
14         memset(maxv, 0, sizeof maxv);
15         memset(sumv, 0, sizeof sumv);
16     }
17     void maintain(LL o, LL l, LL r) {
18         if (l < r) {
19             LL lc = o * 2, rc = o * 2 + 1;
20             sumv[o] = sumv[lc] + sumv[rc];
21             minv[o] = min(minv[lc], minv[rc]);
22             maxv[o] = max(maxv[lc], maxv[rc]);
23         } else sumv[o] = minv[o] = maxv[o] = 0;
24         if (setv[o] != RS) { minv[o] = maxv[o] = setv[o]; sumv[o] = setv[o] * (r - l + 1); }
25         if (addv[o]) { minv[o] += addv[o]; maxv[o] += addv[o]; sumv[o] += addv[o] * (r - l + 1); }
26     }
27     void build(LL o, LL l, LL r) {
28         if (l == r) addv[o] = a[l];
29         else {
30             LL m = (l + r) / 2;
31             build(ls); build(rs);
32         }
33         maintain(o, l, r);
34     }
35     void pushdown(LL o) {
36         LL lc = o * 2, rc = o * 2 + 1;
37         if (setv[o] != RS) {

```

```

38         setv[lc] = setv[rc] = setv[o];
39         addv[lc] = addv[rc] = 0;
40         setv[o] = RS;
41     }
42     if (addv[o]) {
43         addv[lc] += addv[o]; addv[rc] += addv[o];
44         addv[o] = 0;
45     }
46 }
47 void update(LL p, LL q, LL o, LL l, LL r, LL v, LL op) {
48     if (p <= r && l <= q){
49         if (p <= l && r <= q) {
50             if (op == 2) { setv[o] = v; addv[o] = 0; }
51             else addv[o] += v;
52         } else {
53             pushdown(o);
54             LL m = (l + r) / 2;
55             update(p, q, ls, v, op); update(p, q, rs, v, op);
56         }
57     }
58     maintain(o, l, r);
59 }
60 void query(LL p, LL q, LL o, LL l, LL r, LL add, LL& ssum, LL& smin, LL& smax) {
61     if (p > r || l > q) return;
62     if (setv[o] != RS) {
63         LL v = setv[o] + add + addv[o];
64         ssum += v * (min(r, q) - max(l, p) + 1);
65         smin = min(smin, v);
66         smax = max(smax, v);
67     } else if (p <= l && r <= q) {
68         ssum += sumv[o] + add * (r - l + 1);
69         smin = min(smin, minv[o] + add);
70         smax = max(smax, maxv[o] + add);
71     } else {
72         LL m = (l + r) / 2;
73         query(p, q, ls, add + addv[o], ssum, smin, smax);
74         query(p, q, rs, add + addv[o], ssum, smin, smax);
75     }
76 }
77 // 简化接口
78 void build(int n) {
79     build(1, 1, n);
80 }
81
82 void range_add(int l, int r, int val) {
83     update(l, r, 1, 1, n, val, 1);
84 }
85
86 void range_set(int l, int r, int val) {
87     update(l, r, 1, 1, n, val, 2);
88 }
89
90 void range_query(int l, int r, LL& sum, LL& min_val, LL& max_val) {
91     sum = 0;
92     min_val = INF;
93     max_val = -INF;
94     query(l, r, 1, 1, n, 0, sum, min_val, max_val);
95 }
96 } IT;
97 // -----
98 void solve(){
99     IT.init();
100
101     n = 5;
102     vector<int> data = {1, 3, 5, 7, 9};
103     for (int i = 0; i < n; i++) {
104         a[i + 1] = data[i]; // 注意: 线段树从 1 开始索引
105     }
106
107     IT.build(n);
108

```

```

109 LL sum, min_val, max_val;
110 IT.range_query(1, 5, sum, min_val, max_val);
111 cout << " " << sum << " " << min_val << " " << max_val << endl;
112
113 IT.range_add(2, 4, 2);
114 IT.range_query(1, 5, sum, min_val, max_val);
115 cout << " " << sum << " " << min_val << " " << max_val << endl;
116
117 IT.range_set(3, 5, 10);
118 IT.range_query(1, 5, sum, min_val, max_val);
119 cout << " " << sum << " " << min_val << " " << max_val << endl;
120
121 IT.range_query(2, 4, sum, min_val, max_val);
122 cout << " " << sum << " " << min_val << " " << max_val << endl;
123 }

```

树状数组

- 单点修改，区间查询
- 频次统计下的k小值
- 维护差分数组时的区间修改，单点查询

```

1  #define M 100005
2
3  namespace BIT {
4      LL c[M]; // 注意初始化开销
5      inline int lowbit(int x) { return x & -x; }
6      void add(int x, LL v) { // 单点加
7          for (int i = x; i < M; i += lowbit(i))
8              c[i] += v;
9      }
10     LL sum(int x) { // 前缀和
11         LL ret = 0;
12         for (int i = x; i > 0; i -= lowbit(i))
13             ret += c[i];
14         return ret;
15     }
16     int kth(LL k) { // 频次统计下从小到大第 k 个，详见应用
17         int p = 0;
18         for (int lim = 1 << 20; lim; lim /= 2)
19             if (p + lim < M && c[p + lim] < k) {
20                 p += lim;
21                 k -= c[p];
22             }
23         return p + 1;
24     }
25     LL sum(int l, int r) { return sum(r) - sum(l - 1); } // 区间和
26     // 区间加（此时树状数组为差分数组，sum(x) 为第 x 个数的值）
27     void add(int l, int r, LL v) { add(l, v); add(r + 1, -v); }
28 }
29 // -----
30 void solve(){
31     vector<LL> a={9, 9, 9, 9, 5, 3, 3, 3, 1, 1};
32     LL n = a.size(), i;
33     for(i=1; i<=n; i++) BIT::add(a[i-1], 1);
34     // 1 1 3 3 3 5 9 9 9 9
35     for(i=1; i<=n; i++) cout << BIT::kth(i) << ' ';
36 }

```

- 区间修改、区间查询

```

1  #define maxn 100005
2
3  namespace BIT {
4      int n;
5      int c[maxn], cc[maxn];
6      inline int lowbit(int x) { return x & -x; }
7      void init(int siz){ // 初始化
8          n = siz;
9          for(LL i=0; i<=n; i++){
10              c[i] = cc[i] = 0;

```



```

11     }
12 }
13 void add(int x, int v) { // 不要用这个
14     for (int i = x; i <= n; i += lowbit(i)) {
15         c[i] += v; cc[i] += x * v;
16     }
17 }
18 void add(int l, int r, int v) { add(l, v); add(r + 1, -v); } // 区间修改
19 int sum(int x) { // 前缀和
20     int ret = 0;
21     for (int i = x; i > 0; i -= lowbit(i))
22         ret += (x + 1) * c[i] - cc[i];
23     return ret;
24 }
25 int sum(int l, int r) { return sum(r) - sum(l - 1); } // 区间和
26 }
27 // -----
28 void solve(){
29     LL i, n=8;
30     BIT::init(n);
31     BIT::add(2, 4, 2);
32     for(i=1; i<=n; i++) cout << BIT::sum(i, i) << ' ';
33     cout << '\n';
34     cout << BIT::sum(5) << '\n';
35     cout << BIT::sum(2, 3) << '\n';
36 }

```

● 三维

```

1  #define maxn 105
2
3  namespace BIT{
4      int n;
5      LL c[maxn][maxn][maxn];
6      inline int lowbit(int x) { return x & -x; }
7      void init(int siz){
8          n = siz;
9          for(int i=0; i<=n; i++){
10             for(int j=0; j<=n; j++){
11                 for(int k=0; k<=n; k++){
12                     c[i][j][k] = 0;
13                 }
14             }
15         }
16     }
17     void update(int x, int y, int z, int d) {
18         for (int i = x; i <= n; i += lowbit(i))
19             for (int j = y; j <= n; j += lowbit(j))
20                 for (int k = z; k <= n; k += lowbit(k))
21                     c[i][j][k] += d;
22     }
23     LL query(int x, int y, int z) {
24         LL ret = 0;
25         for (int i = x; i > 0; i -= lowbit(i))
26             for (int j = y; j > 0; j -= lowbit(j))
27                 for (int k = z; k > 0; k -= lowbit(k))
28                     ret += c[i][j][k];
29         return ret;
30     }
31     LL solve(int x, int y, int z, int xx, int yy, int zz) {
32         return query(xx, yy, zz)
33             - query(xx, yy, z - 1)
34             - query(xx, y - 1, zz)
35             - query(x - 1, yy, zz)
36             + query(xx, y - 1, z - 1)
37             + query(x - 1, yy, z - 1)
38             + query(x - 1, y - 1, zz)
39             - query(x - 1, y - 1, z - 1);
40     }
41 }

```

数学

快速乘

```
1 LL mul(LL a, LL b, LL m) {
2     LL ret = 0;
3     while (b) {
4         if (b & 1) {
5             ret += a;
6             if (ret >= m) ret -= m;
7         }
8         a += a;
9         if (a >= m) a -= m;
10        b >>= 1;
11    }
12    return ret;
13 }
```

- $O(1)$

```
1 LL mul(LL u, LL v, LL p) {
2     return (u * v - LL((long double) u * v / p) * p + p) % p;
3 }
4 LL mul(LL u, LL v, LL p) { // 卡常
5     LL t = u * v - LL((long double) u * v / p) * p;
6     return t < 0 ? t + p : t;
7 }
```

快速幂

- 如果模数是素数，则可在函数体内加上 $n \% = \text{MOD} - 1$ ；（费马小定理）。

```
1 LL bin(LL x, LL n, LL MOD) {
2     LL ret = MOD != 1;
3     for (x %= MOD; n; n >>= 1, x = x * x % MOD)
4         if (n & 1) ret = ret * x % MOD;
5     return ret;
6 }
```

- 防爆 LL
- 前置模板：快速乘

```
1 LL bin(LL x, LL n, LL MOD) {
2     LL ret = MOD != 1;
3     for (x %= MOD; n; n >>= 1, x = mul(x, x, MOD))
4         if (n & 1) ret = mul(ret, x, MOD);
5     return ret;
6 }
```

高精度

- https://github.com/Baobaobear/MiniBigInteger/blob/main/bigint_tiny.h，带有压位优化
- 按需实现

```
1 #include <algorithm>
2 #include <cstdio>
3 #include <string>
4 #include <vector>
5
6 struct BigIntTiny {
7     int sign;
8     std::vector<int> v;
9
10    BigIntTiny() : sign(1) {}
11    BigIntTiny(const std::string &s) { *this = s; }
12    BigIntTiny(int v) {
13        char buf[21];
14        sprintf(buf, "%d", v);
15        *this = buf;
16    }
```

```

17 void zip(int unzip) {
18     if (unzip == 0) {
19         for (int i = 0; i < (int)v.size(); i++)
20             v[i] = get_pos(i * 4) + get_pos(i * 4 + 1) * 10 + get_pos(i * 4 + 2) * 100 + get_pos(i * 4 + 3) * 1000;
21     } else
22         for (int i = (v.resize(v.size() * 4), (int)v.size() - 1), a; i >= 0; i--)
23             a = (i % 4 >= 2) ? v[i / 4] / 100 : v[i / 4] % 100, v[i] = (i & 1) ? a / 10 : a % 10;
24     setsign(1, 1);
25 }
26 int get_pos(unsigned pos) const { return pos >= v.size() ? 0 : v[pos]; }
27 BigIntTiny &setsign(int newsign, int rev) {
28     for (int i = (int)v.size() - 1; i > 0 && v[i] == 0; i--)
29         v.erase(v.begin() + i);
30     sign = (v.size() == 0 || (v.size() == 1 && v[0] == 0)) ? 1 : (rev ? newsign * sign : newsign);
31     return *this;
32 }
33 std::string to_str() const {
34     BigIntTiny b = *this;
35     std::string s;
36     for (int i = (b.zip(1), 0); i < (int)b.v.size(); ++i)
37         s += char(*(b.v.rbegin() + i) + '0');
38     return (sign < 0 ? "-" : "") + (s.empty() ? std::string("0") : s);
39 }
40 bool absless(const BigIntTiny &b) const {
41     if (v.size() != b.v.size()) return v.size() < b.v.size();
42     for (int i = (int)v.size() - 1; i >= 0; i--)
43         if (v[i] != b.v[i]) return v[i] < b.v[i];
44     return false;
45 }
46 BigIntTiny operator-() const {
47     BigIntTiny c = *this;
48     c.sign = (v.size() > 1 || v[0]) ? -c.sign : 1;
49     return c;
50 }
51 BigIntTiny &operator=(const std::string &s) {
52     if (s[0] == '-')
53         *this = s.substr(1);
54     else {
55         for (int i = (v.clear(), 0); i < (int)s.size(); ++i)
56             v.push_back(*(s.rbegin() + i) - '0');
57         zip(0);
58     }
59     return setsign(s[0] == '-' ? -1 : 1, sign = 1);
60 }
61 bool operator<(const BigIntTiny &b) const {
62     return sign != b.sign ? sign < b.sign : (sign == 1 ? absless(b) : b.absless(*this));
63 }
64 bool operator==(const BigIntTiny &b) const { return v == b.v && sign == b.sign; }
65 BigIntTiny &operator+=(const BigIntTiny &b) {
66     if (sign != b.sign) return *this = (*this) - b;
67     v.resize(std::max(v.size(), b.v.size()) + 1);
68     for (int i = 0, carry = 0; i < (int)b.v.size() || carry; i++) {
69         carry += v[i] + b.get_pos(i);
70         v[i] = carry % 10000, carry /= 10000;
71     }
72     return setsign(sign, 0);
73 }
74 BigIntTiny operator+(const BigIntTiny &b) const {
75     BigIntTiny c = *this;
76     return c += b;
77 }
78 void add_mul(const BigIntTiny &b, int mul) {
79     v.resize(std::max(v.size(), b.v.size()) + 2);
80     for (int i = 0, carry = 0; i < (int)b.v.size() || carry; i++) {
81         carry += v[i] + b.get_pos(i) * mul;
82         v[i] = carry % 10000, carry /= 10000;
83     }
84 }
85 BigIntTiny operator-(const BigIntTiny &b) const {
86     if (b.v.empty() || b.v.size() == 1 && b.v[0] == 0) return *this;
87     if (sign != b.sign) return (*this) + -b;

```

```

88     if (absless(b)) return -(b - *this);
89     BigIntTiny c;
90     for (int i = 0, borrow = 0; i < (int)v.size(); i++) {
91         borrow += v[i] - b.get_pos(i);
92         c.v.push_back(borrow);
93         c.v.back() -= 10000 * (borrow >= 31);
94     }
95     return c.setsign(sign, 0);
96 }
97 BigIntTiny operator*(const BigIntTiny &b) const {
98     if (b < *this) return b * *this;
99     BigIntTiny c, d = b;
100    for (int i = 0; i < (int)v.size(); i++, d.v.insert(d.v.begin(), 0))
101        c.add_mul(d, v[i]);
102    return c.setsign(sign * b.sign, 0);
103 }
104 BigIntTiny operator/(const BigIntTiny &b) const {
105     BigIntTiny c, d;
106     BigIntTiny e=b;
107     e.sign=1;
108
109     d.v.resize(v.size());
110     double db = 1.0 / (b.v.back() + (b.get_pos((unsigned)b.v.size() - 2) / 1e4) +
111         (b.get_pos((unsigned)b.v.size() - 3) + 1) / 1e8);
112     for (int i = (int)v.size() - 1; i >= 0; i--) {
113         c.v.insert(c.v.begin(), v[i]);
114         int m = (int)((c.get_pos((int)e.v.size()) * 10000 + c.get_pos((int)e.v.size() - 1)) * db);
115         c = c - e * m, c.setsign(c.sign, 0), d.v[i] += m;
116         while (!(c < e))
117             c = c - e, d.v[i] += 1;
118     }
119     return d.setsign(sign * b.sign, 0);
120 }
121 BigIntTiny operator%(const BigIntTiny &b) const { return *this - *this / b * b; }
122 bool operator>(const BigIntTiny &b) const { return b < *this; }
123 bool operator<=(const BigIntTiny &b) const { return !(b < *this); }
124 bool operator>=(const BigIntTiny &b) const { return !(*this < b); }
125 bool operator!=(const BigIntTiny &b) const { return !(*this == b); }
126 };

```

矩阵运算

```

1  #define MOD 998244353
2  #define M 10
3
4  struct Mat {
5      LL m;
6      LL v[M][M];
7      Mat(int siz=2) {
8          m = siz;
9          for(int i=0; i<=m; i++){
10             for(int j=0; j<=m; j++){
11                 v[i][j] = 0;
12             }
13         }
14     }
15     void eye() { FOR (i, 0, m) v[i][i] = 1; }
16     LL* operator [] (LL x) { return v[x]; }
17     const LL* operator [] (LL x) const { return v[x]; }
18     Mat operator * (const Mat& B) {
19         const Mat& A = *this;
20         Mat ret;
21         FOR (k, 0, m)
22             FOR (i, 0, m) if (A[i][k])
23                 FOR (j, 0, m)
24                     ret[i][j] = (ret[i][j] + A[i][k] * B[k][j]) % MOD;
25         return ret;
26     }
27     Mat pow(LL n) const {
28         Mat A = *this, ret; ret.eye();
29         for (; n >= 1, A = A * A)

```

```

30         if (n & 1) ret = ret * A;
31         return ret;
32     }
33     Mat operator + (const Mat& B) {
34         const Mat& A = *this;
35         Mat ret;
36         FOR (i, 0, m)
37             FOR (j, 0, m)
38                 ret[i][j] = (A[i][j] + B[i][j]) % MOD;
39         return ret;
40     }
41     void pprint() const {
42         FOR (i, 0, m)
43             FOR (j, 0, m)
44                 printf("%lld%c", (*this)[i][j], j == m - 1 ? '\n' : ' ');
45     }
46 };
47 // -----
48 void solve(){
49     Mat mat1, mat2;
50     mat1.eye();
51     mat1[1][0] = 2; // 0-based
52     mat2.eye();
53     mat2[1][1] = 4;
54     Mat mat3 = mat1 * mat2;
55     mat3.pprint();
56 }

```

质数筛

- $\mathcal{O}(n)$

```

1  const LL p_max = 1E6 + 100;
2  LL pr[p_max], p_sz;
3  void get_prime() {
4      static bool vis[p_max];
5      FOR (i, 2, p_max) {
6          if (!vis[i]) pr[p_sz++] = i;
7          FOR (j, 0, p_sz) {
8              if (pr[j] * i >= p_max) break;
9              vis[pr[j] * i] = 1;
10             if (i % pr[j] == 0) break;
11         }
12     }
13 }

```

欧拉函数

朴素

```

1  int phi(int x)
2  {
3      int res = x;
4      for (int i = 2; i <= x / i; i++)
5          if (x % i == 0)
6              {
7                  res = res / i * (i - 1);
8                  while (x % i == 0) x /= i;
9              }
10     if (x > 1) res = res / x * (x - 1);
11
12     return res;
13 }

```

筛法求欧拉函数

- 前置模板：质数筛

```

1  const LL p_max = 1E5 + 100;
2  LL phi[p_max];

```

```

3 void get_phi() {
4     phi[1] = 1;
5     static bool vis[p_max];
6     static LL prime[p_max], p_sz, d;
7     FOR (i, 2, p_max) {
8         if (!vis[i]) {
9             prime[p_sz++] = i;
10            phi[i] = i - 1;
11        }
12        for (LL j = 0; j < p_sz && (d = i * prime[j]) < p_max; ++j) {
13            vis[d] = 1;
14            if (i % prime[j] == 0) {
15                phi[d] = phi[i] * prime[j];
16                break;
17            }
18            else phi[d] = phi[i] * (prime[j] - 1);
19        }
20    }
21 }

```

素性测试

试除法

- $\mathcal{O}(\sqrt{n})$

```

1 bool is_prime(int x)
2 {
3     if (x < 2) return false;
4     for (int i = 2; i <= x / i; i++)
5         if (x % i == 0)
6             return false;
7     return true;
8 }

```

Miller-Rabin

- 前置：快速幂
- $\mathcal{O}(k \times \log^3 n)$

```

1 bool miller_rabin(LL n) {
2     static vector<LL> tester = {2, 3, 5, 7, 11, 13, 17, 19, 23, 29, 31, 37};
3     if (n < 3 || n % 2 == 0) return n == 2;
4     if (n % 3 == 0) return n == 3;
5     LL u = n - 1, t = 0;
6     while (u % 2 == 0) u /= 2, ++t;
7     for (auto nt: tester) {
8         if (nt >= n) continue;
9         LL v = bin(nt, u, n);
10        if (v == 1) continue;
11        LL s;
12        for (s = 0; s < t; ++s) {
13            if (v == n - 1) break;
14            v = v * v % n;
15        }
16        if (s == t) return false;
17    }
18    return true;
19 }

```

质因数分解

朴素质因数分解

- 前置模板：素数筛
- 带指数
- $\mathcal{O}(\frac{\sqrt{N}}{\ln N})$

```

1 LL factor[30], f_sz, factor_exp[30];
2 void get_factor(LL x) {
3     f_sz = 0;
4     LL t = sqrt(x + 0.5);
5     for (LL i = 0; pr[i] <= t; ++i)
6         if (x % pr[i] == 0) {
7             factor_exp[f_sz] = 0;
8             while (x % pr[i] == 0) {
9                 x /= pr[i];
10                ++factor_exp[f_sz];
11            }
12            factor[f_sz++] = pr[i];
13        }
14    if (x > 1) {
15        factor_exp[f_sz] = 1;
16        factor[f_sz++] = x;
17    }
18 }

```

- 不带指数

```

1 LL factor[30], f_sz;
2 void get_factor(LL x) {
3     f_sz = 0;
4     LL t = sqrt(x + 0.5);
5     for (LL i = 0; pr[i] <= t; ++i)
6         if (x % pr[i] == 0) {
7             factor[f_sz++] = pr[i];
8             while (x % pr[i] == 0) x /= pr[i];
9         }
10    if (x > 1) factor[f_sz++] = x;
11 }

```

Pollard-Rho

- 前置：素数测试

```

1 mt19937 mt(time(0));
2 LL pollard_rho(LL n, LL c) {
3     LL x = uniform_int_distribution<LL>(1, n - 1)(mt), y = x;
4     auto f = [&](LL v) { LL t = mul(v, v, n) + c; return t < n ? t : t - n; };
5     while (1) {
6         x = f(x); y = f(f(y));
7         if (x == y) return n;
8         LL d = gcd(abs(x - y), n);
9         if (d != 1) return d;
10    }
11 }
12
13 LL fac[100], fcnt;
14 void get_fac(LL n, LL cc = 19260817) {
15     if (n == 4) { fac[fcnt++] = 2; fac[fcnt++] = 2; return; }
16     if (miller_rabin(n)) { fac[fcnt++] = n; return; }
17     LL p = n;
18     while (p == n) p = pollard_rho(n, --cc);
19     get_fac(p); get_fac(n / p);
20 }
21
22 void go_fac(LL n) { fcnt = 0; if (n > 1) get_fac(n); }

```

原根

- 前置模板：质因数分解、快速幂
- 要求 p 为质数
- 别忘了调用质因数分解的函数

```

1 LL find_smallest_primitive_root(LL p) {
2     get_factor(p - 1);
3     FOR (i, 2, p) {
4         bool flag = true;

```

```

5         FOR (j, 0, f_sz)
6             if (bin(i, (p - 1) / factor[j], p) == 1) {
7                 flag = false;
8                 break;
9             }
10            if (flag) return i;
11        }
12    // assert(0);
13    return -1;
14 }

```

欧几里得

- 朴素

```

1 int gcd(int a, int b)
2 {
3     return b ? gcd(b, a % b) : a;
4 }

```

- 卡常

```

1 inline int ctz(LL x) { return __builtin_ctzll(x); }
2 LL gcd(LL a, LL b) {
3     if (!a) return b; if (!b) return a;
4     int t = ctz(a | b);
5     a >>= ctz(a);
6     do {
7         b >>= ctz(b);
8         if (a > b) swap(a, b);
9         b -= a;
10    } while (b);
11    return a << t;
12 }

```

扩展欧几里得

- 求 $ax + by = \gcd(a, b)$ 的一组解
- 如果 a 和 b 互素, 那么 x 是 a 在模 b 下的逆元
- 注意 x 和 y 可能是负数

```

1 LL ex_gcd(LL a, LL b, LL &x, LL &y) {
2     if (b == 0) { x = 1; y = 0; return a; }
3     LL ret = ex_gcd(b, a % b, y, x);
4     y -= a / b * x;
5     return ret;
6 }

```

中国剩余定理

- 求解线性同余方程

-

$$\begin{cases} x \equiv r_1 \pmod{m_1} \\ x \equiv r_2 \pmod{m_2} \\ \vdots \\ x \equiv r_k \pmod{m_k} \end{cases}$$

- 无解返回 -1
- 前置模板: 扩展欧几里得

```

1 LL CRT(LL *m, LL *r, LL n) {
2     if (!n) return 0;
3     LL M = m[0], R = r[0], x, y, d;
4     FOR (i, 1, n) {
5         d = ex_gcd(M, m[i], x, y);
6         if ((r[i] - R) % d) return -1;

```



```

7         x = (r[i] - R) / d * x % (m[i] / d);
8         // 防爆 LL
9         // x = mul((r[i] - R) / d, x, m[i] / d);
10        R += x * M;
11        M = M / d * m[i];
12        R %= M;
13    }
14    return R >= 0 ? R : R + M;
15 }

```

逆元

- 如果 p 是素数, 使用快速幂 (费马小定理)
- 前置模板: 快速幂

```

1 inline LL get_inv(LL x, LL p) { return bin(x, p - 2, p); }

```

- 如果 p 不是素数, 使用拓展欧几里得
- 前置模板: 拓展欧几里得

```

1 LL get_inv(LL a, LL M) {
2     static LL x, y;
3     assert(exgcd(a, M, x, y) == 1);
4     return (x % M + M) % M;
5 }

```

- 预处理 $1 \sim n$ 的逆元

```

1 LL inv[N];
2 void inv_init(LL n, LL p) {
3     inv[1] = 1;
4     FOR (i, 2, n)
5         inv[i] = (p - p / i) * inv[p % i] % p;
6 }

```

- 预处理阶乘及其逆元

```

1 LL invf[M], fac[M] = {1};
2 void fac_inv_init(LL n, LL p) {
3     FOR (i, 1, n)
4         fac[i] = i * fac[i - 1] % p;
5     invf[n - 1] = bin(fac[n - 1], p - 2, p);
6     FORD (i, n - 2, -1)
7         invf[i] = invf[i + 1] * (i + 1) % p;
8 }

```

组合数

组合数预处理 (递推法)

```

1 LL C[M][M];
2 void init_C(int n) {
3     FOR (i, 0, n) {
4         C[i][0] = C[i][i] = 1;
5         FOR (j, 1, i)
6             C[i][j] = (C[i - 1][j] + C[i - 1][j - 1]) % MOD;
7     }
8 }

```

预处理逆元法

- 如果数较小, 模较大时使用逆元
- 前置模板: 逆元-预处理阶乘及其逆元

```

1 inline LL C(LL n, LL m) { // n >= m >= 0
2     return n < m || m < 0 ? 0 : fac[n] * invf[m] % MOD * invf[n - m] % MOD;
3 }

```

Lucas 定理

- 如果模数较小，数字较大，使用 Lucas 定理
- 前置模板可选 1: 求组合数 (如果使用阶乘逆元，需 `fac_inv_init(MOD, MOD);`)

```
1 LL C(LL n, LL m) { // m >= n >= 0
2     if (m - n < n) n = m - n;
3     if (n < 0) return 0;
4     LL ret = 1;
5     FOR (i, 1, n + 1)
6         ret = ret * (m - n + i) % MOD * bin(i, MOD - 2, MOD) % MOD;
7     return ret;
8 }
```

- 前置模板可选 2: 模数不固定下使用，无法单独使用。

```
1 LL Lucas(LL n, LL m) { // m >= n >= 0
2     return m ? C(n % MOD, m % MOD) * Lucas(n / MOD, m / MOD) % MOD : 1;
3 }
```

求具体值

- 分解质因数法

```
1 int primes[N], cnt; // 存储所有质数
2 int sum[N]; // 存储每个质数的次数
3 bool st[N]; // 存储每个数是否已被筛掉
4
5 void get_primes(int n) // 线性筛法求素数
6 {
7     for (int i = 2; i <= n; i++)
8     {
9         if (!st[i]) primes[cnt++] = i;
10        for (int j = 0; primes[j] <= n / i; j++)
11        {
12            st[primes[j] * i] = true;
13            if (i % primes[j] == 0) break;
14        }
15    }
16 }
17
18 int get(int n, int p) // 求 n! 中的次数
19 {
20     int res = 0;
21     while (n)
22     {
23         res += n / p;
24         n /= p;
25     }
26     return res;
27 }
28
29
30
31 vector<int> mul(vector<int> a, int b) // 高精度乘低精度模板
32 {
33     vector<int> c;
34     int t = 0;
35     for (int i = 0; i < a.size(); i++)
36     {
37         t += a[i] * b;
38         c.push_back(t % 10);
39         t /= 10;
40     }
41
42     while (t)
43     {
44         c.push_back(t % 10);
45         t /= 10;
46     }
47
48     return c;
```

```

49 }
50
51 get_primes(a); // 预处理范围内的所有质数
52
53 for (int i = 0; i < cnt; i++) // 求每个质因数的次数
54 {
55     int p = primes[i];
56     sum[i] = get(a, p) - get(b, p) - get(a - b, p);
57 }
58
59 vector<int> res;
60 res.push_back(1);
61
62 for (int i = 0; i < cnt; i++) // 用高精度乘法将所有质因子相乘
63     for (int j = 0; j < sum[i]; j++)
64         res = mul(res, primes[i]);

```

FFT & NTT & FWT

FFT

- 计算多项式乘法，可用于高精度乘法
- $\mathcal{O}(n \log n)$

```

1  typedef double LD;
2  const LD PI = acos(-1.0);
3
4  struct Complex {
5      LD r, i;
6      Complex(LD r = 0, LD i = 0) : r(r), i(i) {}
7      Complex operator + (const Complex& other) const {
8          return Complex(r + other.r, i + other.i);
9      }
10     Complex operator - (const Complex& other) const {
11         return Complex(r - other.r, i - other.i);
12     }
13     Complex operator * (const Complex& other) const {
14         return Complex(r * other.r - i * other.i, r * other.i + i * other.r);
15     }
16 };
17
18 // 快速傅里叶变换, p=1 为正向, p=-1 为反向
19 void FFT(vector<Complex>& x, int p) {
20     int n = x.size();
21     for (int i = 0, t = 0; i < n; ++i) {
22         if (i > t) swap(x[i], x[t]);
23         for (int j = n >> 1; (t ^= j) < j; j >>= 1);
24     }
25     for (int h = 2; h <= n; h <<= 1) {
26         Complex wn(cos(p * 2 * PI / h), sin(p * 2 * PI / h));
27         for (int i = 0; i < n; i += h) {
28             Complex w(1, 0);
29             for (int j = 0; j < h / 2; ++j) {
30                 Complex u = x[i + j];
31                 Complex v = x[i + j + h / 2] * w;
32                 x[i + j] = u + v;
33                 x[i + j + h / 2] = u - v;
34                 w = w * wn;
35             }
36         }
37     }
38     if (p == -1) {
39         for (int i = 0; i < n; ++i) {
40             x[i].r /= n;
41         }
42     }
43 }
44
45 // 计算两个多项式的卷积，返回结果多项式的系数向量
46 vector<LD> convolution(const vector<LD>& a, const vector<LD>& b) {
47     int len = 1;

```

```

48     int n = a.size(), m = b.size();
49     while (len < n + m - 1) len <= 1;
50     vector<Complex> fa(len), fb(len);
51     for (int i = 0; i < n; ++i) fa[i] = Complex(a[i], 0);
52     for (int i = 0; i < m; ++i) fb[i] = Complex(b[i], 0);
53     FFT(fa, 1);
54     FFT(fb, 1);
55     for (int i = 0; i < len; ++i) {
56         fa[i] = fa[i] * fb[i];
57     }
58     FFT(fa, -1);
59     vector<LD> res(n + m - 1);
60     for (int i = 0; i < n + m - 1; ++i) {
61         res[i] = fa[i].r;
62     }
63     return res;
64 }

```

NTT

- 用于大整数乘法时，位数不宜过高（在 $\text{MOD}=998244353$ 的情况下，总位数不超过 $12324004(3510^2)$ ）
- 前置模板：快速幂、逆元

```

1  const int N = 1e5+10;
2  const int MOD = 998244353; // 模数
3  const int G = 3; // 原根
4
5  LL wn[N << 2], rev[N << 2];
6  int NTT_init(int n_) {
7      int step = 0; int n = 1;
8      for (; n < n_; n <= 1) ++step;
9      FOR (i, 1, n)
10         rev[i] = (rev[i >> 1] >> 1) | ((i & 1) << (step - 1));
11     int g = bin(G, (MOD - 1) / n, MOD);
12     wn[0] = 1;
13     for (int i = 1; i <= n; ++i)
14         wn[i] = wn[i - 1] * g % MOD;
15     return n;
16 }
17
18 void NTT(vector<LL> &a, int n, int f) {
19     FOR (i, 0, n) if (i < rev[i])
20         std::swap(a[i], a[rev[i]]);
21     for (int k = 1; k < n; k <= 1) {
22         for (int i = 0; i < n; i += (k < 1)) {
23             int t = n / (k < 1);
24             FOR (j, 0, k) {
25                 LL w = f == 1 ? wn[t * j] : wn[n - t * j];
26                 LL x = a[i + j];
27                 LL y = a[i + j + k] * w % MOD;
28                 a[i + j] = (x + y) % MOD;
29                 a[i + j + k] = (x - y + MOD) % MOD;
30             }
31         }
32     }
33     if (f == -1) {
34         LL ninv = get_inv(n, MOD);
35         FOR (i, 0, n)
36             a[i] = a[i] * ninv % MOD;
37     }
38 }
39
40 vector<LL> conv(vector<LL> a, vector<LL> b){
41     int len_a = a.size(), len_b = b.size();
42     int len = len_a + len_b - 1;
43     int n = NTT_init(len);
44     a.resize(n);
45     b.resize(n);
46     NTT(a, n, 1);
47     NTT(b, n, 1);
48     vector<LL> c(n);

```

```

49     for (int i = 0; i < n; ++i) {
50         c[i] = a[i] * b[i] % MOD;
51     }
52     NTT(c, n, -1);
53     vector<LL> res(len);
54     for (int i = 0; i < len; ++i) {
55         res[i] = c[i];
56     }
57     return res;
58 }

```

FWT

```

1  const LL MOD = 998244353;
2
3  template<typename T>
4  void fwt(vector<LL> &a, int n, T f) {
5      for (int d = 1; d < n; d *= 2)
6          for (int i = 0, t = d * 2; i < n; i += t)
7              FOR (j, 0, d)
8                  f(a[i + j], a[i + j + d]);
9  }
10
11 void AND(LL& a, LL& b) { a += b; }
12 void OR(LL& a, LL& b) { b += a; }
13 void XOR (LL& a, LL& b) {
14     LL x = a, y = b;
15     a = (x + y) % MOD;
16     b = (x - y + MOD) % MOD;
17 }
18 void rAND(LL& a, LL& b) { a -= b; }
19 void rOR(LL& a, LL& b) { b -= a; }
20 void rXOR(LL& a, LL& b) {
21     static LL INV2 = (MOD + 1) / 2;
22     LL x = a, y = b;
23     a = (x + y) * INV2 % MOD;
24     b = (x - y + MOD) * INV2 % MOD;
25 }
26
27 int next_power_of_two(int n) {
28     if (n <= 0) return 1;
29     // __lg(n-1) 返回 n-1 的最高位所在位置 (0-based)
30     return 1 << (__lg(n - 1) + 1);
31 }
32
33 template<typename T, typename F>
34 vector<LL> conv(vector<LL> a, vector<LL> b, T f, F inv_f){
35     LL len_a = a.size(), len_b = b.size(), len = max(len_a, len_b), n = next_power_of_two(len);
36     a.resize(n), b.resize(n);
37     fwt(a, n, f), fwt(b, n, f);
38     vector<LL> c(n);
39     for (int i = 0; i < n; i++) {
40         c[i] = a[i] * b[i] % MOD;
41     }
42     fwt(c, n, inv_f);
43     // 提取结果 (可选)
44     c.resize(len);
45     return c;
46 }

```

线性基

贪心法

可查询最大异或和

```

1  struct BasisGreedy{
2      ULL p[64];
3      BasisGreedy(){memset(p, 0, sizeof p);}
4      void insert(ULL x) {

```

```

5         for (int i = 63; ~i; --i) {
6             if (!(x >> i)) // x 的第 i 位是 0
7                 continue;
8             if (!p[i]) {
9                 p[i] = x;
10                break;
11            }
12            x ^= p[i];
13        }
14    }
15    ULL query_max(){
16        ULL ans = 0;
17        for (int i = 63; ~i; --i) {
18            ans = std::max(ans, ans ^ p[i]);
19        }
20        return ans;
21    }
22 };

```

高斯消元法

可查询任意大异或和

```

1  struct BasisGauss{
2      vector<ULL> a;
3      LL n, tmp, cnt;
4
5      BasisGauss(){a = {0}};
6
7      void insert(ULL x){
8          a.push_back(x);
9      }
10
11     void init(){
12         n = (LL)a.size() - 1;
13         LL k=1;
14         for(int i=63;i>=0;i--){
15             int t=0;
16             for(LL j=k;j<=n;j++){
17                 if((a[j]>>i)&1){
18                     t=j;
19                     break;
20                 }
21             }
22             if(t){
23                 swap(a[k],a[t]);
24                 for(LL j=1;j<=n;j++){
25                     if(j!=k&&(a[j]>>i)&1) a[j]^=a[k];
26                 }
27                 k++;
28             }
29         }
30         cnt = k-1;
31         tmp = 1LL << cnt;
32         if(cnt==n) tmp--;
33     }
34
35     LL query_xth(LL x){ // 从小到大, 若 x 为负数, 则查询倒数第几个
36         if(x<0) x = tmp + x + 1;
37         if(x>tmp) return -1;
38         else{
39             if(n>cnt) x--;
40             LL ans=0;
41             for(LL i=0; i<cnt; i++){
42                 if((x>>i)&1) ans^=a[cnt-i];
43             }
44             return ans;
45         }
46     }
47 };

```

公式

求和公式

- $\sum_{i=1}^n i = \frac{n(n+1)}{2}$
- $\sum_{i=1}^n i^2 = \frac{x(x+1)(2x+1)}{6}$

图论

计算几何

字符串

最小表示法

- 寻找一个字符串的循环同构串中最小的那一个，输出偏移量

```
1  int min_string(string s){
2      int k = 0, i = 0, j = 1, n = s.length();
3      while (k < n && i < n && j < n) {
4          if (s[(i + k) % n] == s[(j + k) % n]) {
5              k++;
6          } else {
7              s[(i + k) % n] > s[(j + k) % n] ? i = i + k + 1 : j = j + k + 1;
8              if (i == j) i++;
9              k = 0;
10         }
11     }
12     return min(i, j);
13 }
```

杂项

日期

```
1  string day_of_week[] = {"Mo", "Tu", "We", "Th", "Fr", "Sa", "Su"};
2
3  // 格里高利历 (yyyy-mm-dd) 转儒略历 (整型/天)
4  int date_to_int(int y, int m, int d){
5      return
6          1461 * (y + 4800 + (m - 14) / 12) / 4 +
7          367 * (m - 2 - (m - 14) / 12 * 12) / 12 -
8          3 * ((y + 4900 + (m - 14) / 12) / 100) / 4 +
9          d - 32075;
10 }
11
12 // 儒略历转格里高利历
13 void int_to_date(int jd, int &y, int &m, int &d){
14     int x, n, i, j;
15     x = jd + 68569;
16     n = 4 * x / 146097;
17     x -= (146097 * n + 3) / 4;
18     i = (4000 * (x + 1)) / 1461001;
19     x -= 1461 * i / 4 - 31;
20     j = 80 * x / 2447;
21     d = x - 2447 * j / 80;
22     x = j / 11;
23     m = j + 2 - 12 * x;
24     y = 100 * (n - 49) + i + x;
25 }
```