

Contents

1 Basic	
1.1 Run	
1.2 Default	
1.3 Black Magic	
1.4 Binary Search	
2 Data Structure	
2.1 Disjoint Set	
2.2 BIT RARSQ	
2.3 zkw RMQ	
3 Graph	
3.1 Dijkstra	
3.2 SPFA(negative cycle)	
3.3 Floyd Warshall	
3.4 Topological Sort	
3.5 Kosaraju SCC	
3.6 Tree Diameter	
3.7 Directed MST	
4 Flow & Matching	
4.1 Bipartite Matching	
4.2 KM	
4.3 Dinic	
4.4 MCMF	
5 String	
5.1 Manacher	
6 DP	
6.1 LIS	
6.2 LCS	
7 Math	
7.1 Extended GCD	

1 Basic

1.1 Run

```
1 #use -> sh run.sh {name}
2 g++ -O2 -std=c++14 -Wall -Wextra -Wshadow -o $1 $1.cpp
3 ./ $1 < t.in > t.out
```

1.2 Default

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 using LL = long long;
4 #define IOS ios_base::sync_with_stdio(0); cin.tie(0);
5 #define pb push_back
6 #define eb emplace_back
7 const int INF = 1e9;
8 const int MOD = 1e9 + 7;
9 const double EPS = 1e-6;
10 const int MAXN = 0;
11
12 int main() {
13
14 }
```

1.3 Black Magic

```
1 #include <bits/stdc++.h>
2 #include <ext/pb_ds/assoc_container.hpp>
3 #include <ext/pb_ds/tree_policy.hpp>
4 #include <ext/pb_ds/priority_queue.hpp>
5 using namespace std;
6 using namespace __gnu_pbds;
7 using set_t =
8     tree<int, null_type, less<int>, rb_tree_tag,
9         tree_order_statistics_node_update>;
10 using map_t =
```

```
11     tree<int, int, less<int>, rb_tree_tag,
12         tree_order_statistics_node_update>;
13 using heap_t =
14     __gnu_pbds::priority_queue<int>;
15 using ht_t =
16     gp_hash_table<int, int>;
17 int main() {
18     //set-----
19     set_t st;
20     st.insert(5); st.insert(6);
21     st.insert(3); st.insert(1);
22
23     // the smallest is (0), biggest is (n-1), kth small
24     // is (k-1)
25     int num = *st.find_by_order(0);
26     cout << num << '\n'; // print 1
27
28     num = *st.find_by_order(st.size() - 1);
29     cout << num << '\n'; // print 6
30
31     // find the index
32     int index = st.order_of_key(6);
33     cout << index << '\n'; // print 3
34
35     // check if there exists x
36     int x = 5;
37     int check = st.erase(x);
38     if (check == 0) printf("st not contain 5\n");
39     else if (check == 1) printf("st contain 5\n");
40
41     //tree policy like set
42     st.insert(5); st.insert(5);
43     cout << st.size() << '\n'; // print 4
44
45     //map-----
46     map_t mp;
47     mp[1] = 2;
48     cout << mp[1] << '\n';
49     auto tmp = *mp.find_by_order(0); // pair
50     cout << tmp.first << " " << tmp.second << '\n';
51
52     //heap-----
53     heap_t h1, h2;
54     h1.push(1); h1.push(3);
55     h2.push(2); h2.push(4);
56     h1.join(h2);
57     cout << h1.size() << h2.size() << h1.top() << '\n';
58     // 404
59
60     //hash-table-----
61     ht_t ht;
62     ht[85] = 5;
63     ht[89975] = 234;
64     for (auto i : ht) {
65         cout << i.first << " " << i.second << '\n';
66     }
```

1.4 Binary Search

```
1 lower_bound(a, a + n, k); //最左邊 ≥ k 的位置
2 upper_bound(a, a + n, k); //最左邊 > k 的位置
3 upper_bound(a, a + n, k) - 1; //最右邊 ≤ k 的位置
4 lower_bound(a, a + n, k) - 1; //最右邊 < k 的位置
5 [lower_bound, upper_bound) //等於 k 的範圍
6 equal_range(a, a + n, k);
```

2 Data Structure

2.1 Disjoint Set

```

1 // 0-base
2 const int MAXN = 1000;
3 int boss[MAXN];
4 void init(int n) {
5     for (int i = 0; i < n; i++) {
6         boss[i] = -1;
7     }
8 }
9 int find(int x) {
10     if (boss[x] < 0) {
11         return x;
12     }
13     return boss[x] = find(boss[x]);
14 }
15 bool uni(int a, int b) {
16     a = find(a);
17     b = find(b);
18     if (a == b) {
19         return false;
20     }
21     if (boss[a] > boss[b]) {
22         swap(a, b);
23     }
24     boss[a] += boss[b];
25     boss[b] = a;
26     return true;
27 }

```

2.2 BIT RARSQ

```

1 // 1-base
2 #define lowbit(k) (k & -k)
3
4 int n;
5 vector<int> B1, B2;
6
7 void add(vector<int> &tr, int id, int val) {
8     for (; id <= n; id += lowbit(id)) {
9         tr[id] += val;
10    }
11 }
12 void range_add(int l, int r, int val) {
13     add(B1, l, val);
14     add(B1, r + 1, -val);
15     add(B2, l, val * (1 - 1));
16     add(B2, r + 1, -val * r);
17 }
18 int sum(vector<int> &tr, int id) {
19     int ret = 0;
20     for (; id >= 1; id -= lowbit(id)) {
21         ret += tr[id];
22     }
23     return ret;
24 }
25 int prefix_sum(int id) {
26     return sum(B1, id) * id - sum(B2, id);
27 }
28 int range_sum(int l, int r) {
29     return prefix_sum(r) - prefix_sum(l - 1);
30 }

```

2.3 zkw RMQ

```

1 // 0-base
2 const int INF = 1e9;
3 const int MAXN = ;
4
5 int n;
6 int a[MAXN], tr[MAXN << 1];
7
8 // !!! remember to call this function
9 void build() {
10     for (int i = 0; i < n; i++) {

```

```

11         tr[i + n] = a[i];
12     }
13     for (int i = n - 1; i > 0; i--) {
14         tr[i] = max(tr[i << 1], tr[i << 1 | 1]);
15     }
16 }
17 void update(int id, int val) {
18     for (tr[id += n] = val; id > 1; id >>= 1) {
19         tr[id >> 1] = max(tr[id], tr[id ^ 1]);
20     }
21 }
22 int query(int l, int r) { // [l, r)
23     int ret = -INF;
24     for (l += n, r += n; l < r; l >>= 1, r >>= 1) {
25         if (l & 1) {
26             ret = max(ret, tr[l++]);
27         }
28         if (r & 1) {
29             ret = max(ret, tr[--r]);
30         }
31     }
32     return ret;
33 }

```

3 Graph

3.1 Dijkstra

```

1 // 0-base
2 const LL INF = 1e18;
3 const int MAXN = ;
4 struct Edge {
5     int to;
6     LL cost;
7     Edge(int v, LL c) : to(v), cost(c) {}
8     bool operator < (const Edge &other) const {
9         return cost > other.cost;
10    };
11 };
12
13 int n;
14 LL dis[MAXN];
15 vector<Edge> G[MAXN];
16
17 void init() {
18     for (int i = 0; i < n; i++) {
19         G[i].clear();
20         dis[i] = INF;
21     }
22 }
23 void Dijkstra(int st, int ed = -1) {
24     priority_queue<Edge> pq;
25     pq.emplace(st, 0);
26     dis[st] = 0;
27     while (!pq.empty()) {
28         auto now = pq.top();
29         pq.pop();
30         if (now.to == ed) {
31             return;
32         }
33         if (now.cost > dis[now.to]) {
34             continue;
35         }
36         for (auto &e : G[now.to]) {
37             if (dis[e.to] > now.cost + e.cost) {
38                 dis[e.to] = now.cost + e.cost;
39                 pq.emplace(e.to, dis[e.to]);
40             }
41         }
42     }
43 }

```

3.2 SPFA(negative cycle)

```

1 // 0-base
2 const LL INF = 1e18;
3 const int MAXN = ;
4 struct Edge {
5     int to;
6     LL cost;
7     Edge(int v, LL c) : to(v), cost(c) {}
8 };
9
10 int n;
11 LL dis[MAXN];
12 vector<Edge> G[MAXN];
13
14 void init() {
15     for (int i = 0; i < n; i++) {
16         G[i].clear();
17         dis[i] = INF;
18     }
19 }
20 bool SPFA(int st) {
21     vector<int> cnt(n, 0);
22     vector<bool> inq(n, false);
23     queue<int> q;
24
25     q.push(st);
26     dis[st] = 0;
27     inq[st] = true;
28     while (!q.empty()) {
29         int now = q.front();
30         q.pop();
31         inq[now] = false;
32         for (auto &e : G[now]) {
33             if (dis[e.to] > dis[now] + e.cost) {
34                 dis[e.to] = dis[now] + e.cost;
35                 if (!inq[e.to]) {
36                     cnt[e.to]++;
37                     if (cnt[e.to] > n) {
38                         // negative cycle
39                         return false;
40                     }
41                     inq[e.to] = true;
42                     q.push(e.to);
43                 }
44             }
45         }
46     }
47     return true;
48 }

```

3.3 Floyd Warshall

```

1 // 0-base
2 // G[i][i] < 0 -> negative cycle
3 const LL INF = 1e18;
4 const int MAXN = ;
5
6 int n;
7 LL G[MAXN][MAXN];
8
9 void init() {
10     for (int i = 0; i < n; i++) {
11         for (int j = 0; j < n; j++) {
12             G[i][j] = INF;
13         }
14         G[i][i] = 0;
15     }
16 }
17 void floyd() {
18     for (int k = 0; k < n; k++) {
19         for (int i = 0; i < n; i++) {
20             for (int j = 0; j < n; j++) {
21                 if (G[i][k] != INF && G[k][j] != INF) {
22                     G[i][j] = min(G[i][j], G[i][k] + G[k][j]);
23                 }
24             }
25         }
26     }
27 }

```

```

23     }
24 }
25 }
26 }
27 }

```

3.4 Topological Sort

```

1 // 0-base
2 // if ret.size < n -> cycle
3 int n;
4 vector<vector<int>> G;
5
6 vector<int> topoSort() {
7     vector<int> indeg(n), ret;
8     for (auto &li : G) {
9         for (int x : li) {
10             ++indeg[x];
11         }
12     }
13     // use priority queue for lexic. largest ans
14     queue<int> q;
15     for (int i = 0; i < n; i++) {
16         if (!indeg[i]) {
17             q.push(i);
18         }
19     }
20     while (!q.empty()) {
21         int u = q.front();
22         q.pop();
23         ret.pb(u);
24         for (int v : G[u]) {
25             if (--indeg[v] == 0) {
26                 q.push(v);
27             }
28         }
29     }
30     return ret;
31 }

```

3.5 Kosaraju SCC

```

1 // 0-base
2 int n;
3 vector<vector<int>> G, G2; // G2 = G rev
4 vector<bool> vis;
5 vector<int> s, color;
6 int sccCnt;
7 void dfs1(int u) {
8     vis[u] = true;
9     for (int v : G[u]) {
10         if (!vis[v]) {
11             dfs1(v);
12         }
13     }
14     s.pb(u);
15 }
16 void dfs2(int u) {
17     color[u] = sccCnt;
18     for (int v : G2[u]) {
19         if (!color[v]) {
20             dfs2(v);
21         }
22     }
23 }
24 void Kosaraju() {
25     sccCnt = 0;
26     for (int i = 0; i < n; i++) {
27         if (!vis[i]) {
28             dfs1(i);
29         }
30     }
31     for (int i = n - 1; i >= 0; i--) {

```

```

32     if (!color[s[i]]) {
33         ++sccCnt;
34         dfs2(s[i]);
35     }
36 }
37 }

```

3.6 Tree Diameter

```

1 // 0-base;
2 const int MAXN = ;
3
4 struct Edge {
5     int to;
6     int cost;
7     Edge(int v, int c) : to(v), cost(c) {}
8 };
9
10 int n, d = 0;
11 int d1[MAXN], d2[MAXN];
12 vector<Edge> G[MAXN];
13 // dfs(0, -1);
14 void dfs(int u, int from) {
15     d1[u] = d2[u] = 0;
16     for (auto e : G[u]) {
17         if (e.to == from) {
18             continue;
19         }
20         dfs(e.to, u);
21         int t = d1[e.to] + e.cost;
22         if (t > d1[u]) {
23             d2[u] = d1[u];
24             d1[u] = t;
25         } else if (t > d2[u]) {
26             d2[u] = t;
27         }
28     }
29     d = max(d, d1[u] + d2[u]);
30 }

```

3.7 Directed MST

```

1 // 0-base
2 const LL INF = 1e18;
3 const int MAXN = ;
4
5 struct Edge {
6     int from;
7     int to;
8     LL cost;
9     Edge(int u, int v, LL c) : from(u), to(v), cost(c) {}
10 };
11
12 struct DMST {
13     int n;
14     int vis[MAXN], pre[MAXN], id[MAXN];
15     LL in[MAXN];
16     vector<Edge> edges;
17     void init(int _n) {
18         n = _n;
19         edges.clear();
20     }
21     void add_edge(int from, int to, LL cost) {
22         edges.pb(Edge(from, to, cost));
23     }
24     LL run(int root) {
25         LL ret = 0;
26         while (true) {
27             for (int i = 0; i < n; i++) {
28                 in[i] = INF;
29             }
30

```

```

31 // find in edge
32 for (auto &e : edges) {
33     if (e.cost < in[e.to] && e.from != e.to) {
34         pre[e.to] = e.from;
35         in[e.to] = e.cost;
36     }
37 }
38
39 // check in edge
40 for (int i = 0; i < n; i++) {
41     if (i == root) {
42         continue;
43     }
44     if (in[i] == INF) {
45         return -1;
46     }
47 }
48
49 int nodenum = 0;
50 memset(id, -1, sizeof(id));
51 memset(vis, -1, sizeof(vis));
52 in[root] = 0;
53
54 // find cycles
55 for (int i = 0; i < n; i++) {
56     ret += in[i];
57     int v = i;
58     while (vis[v] != i && id[v] == -1 && v !=
59         root) {
60         vis[v] = i;
61         v = pre[v];
62     }
63     if (id[v] == -1 && v != root) {
64         for (int j = pre[v]; j != v; j = pre[j]) {
65             id[j] = nodenum;
66         }
67         id[v] = nodenum++;
68     }
69 }
70
71 // no cycle
72 if (nodenum == 0) {
73     break;
74 }
75
76 for (int i = 0; i < n; i++) {
77     if (id[i] == -1) {
78         id[i] = nodenum++;
79     }
80 }
81
82 // grouping the vertices
83 for (auto &e : edges) {
84     int to = e.to;
85     e.from = id[e.from];
86     e.to = id[e.to];
87     if (e.from != e.to) {
88         e.cost -= in[to]; //!!!
89     }
90 }
91
92 n = nodenum;
93 root = id[root];
94 return ret;
95 }
96 };

```

4 Flow & Matching

4.1 Bipartite Matching

```

1 const int MAXN = ;
2 int n;

```

```

3 vector<int> G[MAXN];
4 int vy[MAXN], my[MAXN];
5 bool match(int u) {
6     for (int v : G[u]) {
7         if (vy[v]) {
8             continue;
9         }
10        vy[v] = true;
11        if (my[v] == -1 || match(my[v])) {
12            my[v] = u;
13            return true;
14        }
15    }
16    return false;
17 }
18 int sol() {
19     int cnt = 0;
20     memset(my, -1, sizeof(my));
21     for (int i = 0; i < n; i++) {
22         memset(vy, 0, sizeof(vy));
23         if (match(i)) {
24             cnt++;
25         }
26     }
27     return cnt;
28 }

```

4.2 KM

```

1 const int INF = 1e9;
2 const int MAXN = ;
3 struct KM { //1-base
4     int n, G[MAXN][MAXN];
5     int lx[MAXN], ly[MAXN], my[MAXN];
6     bool vx[MAXN], vy[MAXN];
7     void init(int _n) {
8         n = _n;
9         for (int i = 1; i <= n; i++) {
10             for (int j = 1; j <= n; j++) {
11                 G[i][j] = 0;
12             }
13         }
14     }
15     bool match(int i) {
16         vx[i] = true;
17         for (int j = 1; j <= n; j++) {
18             if (lx[i] + ly[j] == G[i][j] && !vy[j]) {
19                 vy[j] = true;
20                 if (!my[j] || match(my[j])) {
21                     my[j] = i;
22                     return true;
23                 }
24             }
25         }
26         return false;
27     }
28     void update() {
29         int delta = INF;
30         for (int i = 1; i <= n; i++) {
31             if (vx[i]) {
32                 for (int j = 1; j <= n; j++) {
33                     if (!vy[j]) {
34                         delta = min(delta, lx[i] + ly[j] -
35                                     G[i][j]);
36                     }
37                 }
38             }
39             for (int i = 1; i <= n; i++) {
40                 if (vx[i]) {
41                     lx[i] -= delta;
42                 }
43                 if (vy[i]) {
44                     ly[i] += delta;
45                 }
46             }

```

```

47     }
48     int run() {
49         for (int i = 1; i <= n; i++) {
50             lx[i] = ly[i] = my[i] = 0;
51             for (int j = 1; j <= n; j++) {
52                 lx[i] = max(lx[i], G[i][j]);
53             }
54         }
55         for (int i = 1; i <= n; i++) {
56             while (true) {
57                 for (int i = 1; i <= n; i++) {
58                     vx[i] = vy[i] = 0;
59                 }
60                 if (match(i)) {
61                     break;
62                 } else {
63                     update();
64                 }
65             }
66         }
67         int ans = 0;
68         for (int i = 1; i <= n; i++) {
69             ans += lx[i] + ly[i];
70         }
71         return ans;
72     }
73 };

```

4.3 Dinic

```

1 #define eb emplace_back
2 const LL INF = 1e18;
3 const int MAXN = ;
4 struct Edge {
5     int to;
6     LL cap;
7     int rev;
8     Edge(int v, LL c, int r) : to(v), cap(c), rev(r) {}
9 };
10 struct Dinic {
11     int n;
12     int level[MAXN], now[MAXN];
13     vector<Edge> G[MAXN];
14     void init(int _n) {
15         n = _n;
16         for (int i = 0; i <= n; i++) {
17             G[i].clear();
18         }
19     }
20     void add_edge(int u, int v, LL c) {
21         G[u].eb(v, c, G[v].size());
22         // directed graph
23         G[v].eb(u, 0, G[u].size() - 1);
24         // undirected graph
25         // G[v].eb(u, c, G[u].size() - 1);
26     }
27     bool bfs(int st, int ed) {
28         fill(level, level + n + 1, -1);
29         queue<int> q;
30         q.push(st);
31         level[st] = 0;
32         while (!q.empty()) {
33             int u = q.front();
34             q.pop();
35             for (const auto &e : G[u]) {
36                 if (e.cap > 0 && level[e.to] == -1) {
37                     level[e.to] = level[u] + 1;
38                     q.push(e.to);
39                 }
40             }
41         }
42         return level[ed] != -1;
43     }
44     LL dfs(int u, int ed, LL limit) {
45         if (u == ed) {
46             return limit;

```

```

47     }
48     LL ret = 0;
49     for (int &i = now[u]; i < G[u].size(); i++) {
50         auto &e = G[u][i];
51         if (e.cap > 0 && level[e.to] == level[u] + 1) {
52             LL f = dfs(e.to, ed, min(limit, e.cap));
53             ret += f;
54             limit -= f;
55             e.cap -= f;
56             G[e.to][e.rev].cap += f;
57             if (!limit) {
58                 return ret;
59             }
60         }
61     }
62     if (!ret) {
63         level[u] = -1;
64     }
65     return ret;
66 }
67 LL flow(int st, int ed) {
68     LL ret = 0;
69     while (bfs(st, ed)) {
70         fill(now, now + n + 1, 0);
71         ret += dfs(st, ed, INF);
72     }
73     return ret;
74 }
75 };

```

4.4 MCMF

```

1 // 0-base
2 const LL INF = 1e18;
3 const int MAXN = ;
4 struct Edge {
5     int u, v;
6     LL cost;
7     LL cap;
8     Edge(int _u, int _v, LL _c, LL _cap) : u(_u),
9         v(_v), cost(_c), cap(_cap) {}
10 };
11 struct MCMF { // inq times
12     int n, pre[MAXN], cnt[MAXN];
13     LL ans_flow, ans_cost, dis[MAXN];
14     bool inq[MAXN];
15     vector<int> G[MAXN];
16     vector<Edge> edges;
17     void init(int _n) {
18         n = _n;
19         edges.clear();
20         for (int i = 0; i < n; i++) {
21             G[i].clear();
22         }
23     }
24     void add_edge(int u, int v, LL c, LL cap) {
25         // directed
26         G[u].pb(edges.size());
27         edges.pb(Edge(u, v, c, cap));
28         G[v].pb(edges.size());
29         edges.pb(Edge(v, u, -c, 0));
30     }
31     bool SPFA(int st, int ed) {
32         for (int i = 0; i < n; i++) {
33             pre[i] = -1;
34             dis[i] = INF;
35             cnt[i] = 0;
36             inq[i] = false;
37         }
38         queue<int> q;
39         bool negcycle = false;
40         dis[st] = 0;
41         cnt[st] = 1;
42         inq[st] = true;
43         q.push(st);

```

```

44     while (!q.empty() && !negcycle) {
45         int u = q.front();
46         q.pop();
47         inq[u] = false;
48         for (int i : G[u]) {
49             int v = edges[i].v;
50             LL cost = edges[i].cost;
51             LL cap = edges[i].cap;
52
53             if (dis[v] > dis[u] + cost && cap > 0) {
54                 dis[v] = dis[u] + cost;
55                 pre[v] = i;
56                 if (!inq[v]) {
57                     q.push(v);
58                     cnt[v]++;
59                     inq[v] = true;
60
61                     if (cnt[v] == n + 2) {
62                         negcycle = true;
63                         break;
64                     }
65                 }
66             }
67         }
68     }
69     return dis[ed] != INF;
70 }
71 LL sendFlow(int v, LL curFlow) {
72     if (pre[v] == -1) {
73         return curFlow;
74     }
75     int i = pre[v];
76     int u = edges[i].u;
77     LL cost = edges[i].cost;
78
79     LL f = sendFlow(u, min(curFlow, edges[i].cap));
80
81     ans_cost += f * cost;
82     edges[i].cap -= f;
83     edges[i ^ 1].cap += f;
84     return f;
85 }
86 pair<LL, LL> run(int st, int ed) {
87     ans_flow = ans_cost = 0;
88     while (SPFA(st, ed)) {
89         ans_flow += sendFlow(ed, INF);
90     }
91     return make_pair(ans_flow, ans_cost);
92 }
93 };

```

5 String

5.1 Manacher

```

1 int p[2 * MAXN];
2 int Manacher(const string &s) {
3     string st = "@#";
4     for (char c : s) {
5         st += c;
6         st += '#';
7     }
8     st += '$';
9     int id = 0, mx = 0, ans = 0;
10    for (int i = 1; i < st.length() - 1; i++) {
11        p[i] = (mx > i ? min(p[2 * id - i], mx - i) : 1);
12        for (; st[i - p[i]] == st[i + p[i]]; p[i]++);
13        if (mx < i + p[i]) {
14            mx = i + p[i];
15            id = i;
16        }
17        ans = max(ans, p[i] - 1);

```

```
18 }
19 return ans;
20 }
```

6 DP

6.1 LIS

```
1 int LIS(vector<int> &a) {
2     vector<int> s;
3     for (int i = 0; i < a.size(); i++) {
4         if (s.empty() || s.back() < a[i]) {
5             s.push_back(a[i]);
6         } else {
7             *lower_bound(s.begin(), s.end(), a[i],
8                 [](int x, int y) {return x < y;}) = a[i];
9         }
10    }
11    return s.size();
12 }
```

6.2 LCS

```
1 int LCS(string s1, string s2) {
2     int n1 = s1.size(), n2 = s2.size();
3     vector<vector<int>> dp(n1 + 1, vector<int>(n2 + 1,
4         0));
5     for (int i = 1; i <= n1; i++) {
6         for (int j = 1; j <= n2; j++) {
7             if (s1[i - 1] == s2[j - 1]) {
8                 dp[i][j] = dp[i - 1][j - 1] + 1;
9             } else {
10                dp[i][j] = max(dp[i - 1][j], dp[i][j - 1]);
11            }
12        }
13    }
14    return dp[n1][n2];
15 }
```

7 Math

7.1 Extended GCD

```
1 // ax + by = c
2 int extgcd(int a, int b, int c, int &x, int &y) {
3     if (b == 0) {
4         x = c / a;
5         y = 0;
6         return a;
7     }
8     int d = extgcd(b, a % b, c, x, y);
9     int tmp = x;
10    x = y;
11    y = tmp - (a / b) * y;
12    return d;
13 }
```