#include <bits/stdc++.h>

using namespace std;

#define mod 100000007

#define nl endl

#define NI endl

#define pb push_back

#define in insert

#define ff first

#define ss second

#define pii pair<int,int>

#define pll pair<ll,ll>

#define vi vector<int>

#define vl vector<ll>

#define vii vector<pair<int,int>>

#define vII vector<pair<II,II>>

#define vc vector<char>

#define vs vector<string>

#define vpll vector< pair<ll,ll> >

#define sei set<int>

#define usei unordered_set<int>

#define ses set<string>

#define sepii set< pair<int,int> >

#define di deque<int>

#define sti stack<int>

#define qi queue<int>

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#define pqi
                  priority_queue<int>
#define mpii
                   map<int,int>
#define mpll
                   map<II,II>
#define umii
                   unordered_map<int,int>
#define testcase
                     {|| t;cin>>t;while(t--){solve();}}
#define NO
                   cout << "NO" << endl;</pre>
#define Yes
                  cout << "Yes" << endl;
#define No
                  cout << "No" << endl;
#define yes
                  cout << "yes" << endl;
#define no
                  cout << "no" << endl;</pre>
#define YES
                  cout << "YES" << endl;
#define all(c)
                  c.begin(), c.end()
#define rall(c)
                  c.rbegin(), c.rend()
#define min3(a, b, c) min(c, min(a, b))
#define min4(a, b,c,d) min(d, min(c, min(a, b)))
#define rrep(i, n) for(int i=n-1;i>=0;i--)
#define rep(i,n)
                   for(int i=0;i<n;i++)
#define fastIO ios::sync_with_stdio(0); cin.tie(0);
typedef long long II;
typedef long double ld;
typedef unsigned long long ull;
int dx[8] = \{-1, 1, 0, 0, -1, 1, -1, 1\};
int dy[8] = \{0, 0, 1, -1, -1, 1, 1, -1\};
#define pi
                acos(-1.0)
#define cos(a) cos(a*pi/180)
#define sin(a) sin(a*pi/180)
#define tan(a)
                tan(a*pi/180)
#define cosi(a) acos(a)/(pi/180)
```

```
#define sini(a) asin(a)/(pi/180)
#define tani(a) atan(a)/(pi/180)
#define Max3(a,b,c) max(a,max(b,c))
#define Min3(a,b,c) min(a,min(b,c))
II Pow(II c, II d) {return d == 0 ? 1 : c * Pow(c, d - 1);}
II gcd(II a, II b) {return b == 0 ? a : gcd(b, a % b);}
II lcm(II a, II b) {return ((a * b) / gcd(a, b));}
II BigMod(II b, II p, II m) {if (p == 0) return 1; II ans = BigMod(b, p/2, m); ans = ( ans * ans ) % m; if (p % 2 ==
1) ans = (ans * b) % m;return ans;}
II binarySearch(II arr[], II I, II r, II x) {if (r \ge I){II mid = I+(r-I) / 2;if (arr[mid] == x) return mid;if (arr[mid] > x)
return binarySearch(arr, I, mid-1, x);return binarySearch(arr, mid+1, r, x);}return -1;}
Il ModInv(II a, II m){return BigMod(a, m-2, m);}
II base_to_dec(II base , string x){II da = 0, j = 0, i = x.size() - 1; while(i > 0){int z = (x[j] - '0'); da += z *
Pow(base, i);i--,j++;}return da;}
Il intBanaw(string s)
{
   II ans = 0;
   II i = s.size() - 1;
   for (II j = 1; i \ge 0; i - j* = 10){
     II x = s[i] - '0';
     ans += x*j;
   }
   return ans;
}
string stringBanaw(II n)
{
   string ans;
   while(n)
```

```
{
     int x = n \% 10;
     ans += x + '0';
     n /= 10;
  }
  reverse(all(ans));
  return ans;
}
//BFS
int vis[100005];
int dist[100005];
queue<int> node;
void BFS()//source come from main BFS(int src)
{
  memset(vis, 0, sizeof(vis));
  // source node for test
  int src;
  printf("Enter source node to start BFS : ");
  cin>>src;
  node.push(src);
  vis[src] = 1;
  dist[src] = 0;
  while (!node.empty())
  {
    int u = node.front();
    node.pop();
    for(auto v : adj_list[u]) // u ---> v
       if(vis[v])
```

```
continue;
       vis[v] = 1;
       dist[v] = dist[u] + 1;
       node.push(v);
     }
  }
}
Il node, edge;
vector<ll> adj[100000];
void graph_input()
{
 cin >> node >> edge;
 for (II i = 0; i < edge;i++)
    II u, v;
   cin >> u >> v;
   adj[u].pb(v);
   adj[v].pb(u);
 }
}
//dfs
bool vis[200000]={0};
void dfs(II src)
  if(!vis[src])
    cout << src << ' ';
```

```
vis[src] = 1;
for(auto it : adj[src])
    dfs(it);
}

void solve()
{

int main(){
fastIO
//testcase
//solve();
return 0;
}
```