

# 泡泡猿 ACM 模板

Rand0w & REXWIND & Dallby

2021 年 9 月 26 日



# 目录

1	头文件	1
1.1	头文件 (Rand0w)	1
1.2	头文件 (REXWind)	1
1.3	头文件 (Dallby)	1

# 1 头文件

## 1.1 头文件 (Rand0w)

```

1 #include <bits/stdc++.h>
2 // #include <bits/extc++.h>
3 // using namespace __gnu_pbds;
4 // using namespace __gnu_cxx;
5 using namespace std;
6 #pragma optimize(2)
7 // #pragma GCC optimize("Ofast,no-stack-protector")
8 // #pragma GCC target("sse,sse2,sse3,ssse3,sse4,popcnt
  ,abm,mmx,avx,avx2,tune=native")
9 #define rbset(T) tree<T,null_type,less<T>,rb_tree_tag
  ,tree_order_statistics_node_update>
10 const int inf = 0x7FFFFFFF;
11 typedef long long ll;
12 typedef double db;
13 typedef long double ld;
14 template<class T>inline void MAX(T &x,T y){if(y>x)x=y
  ;}
15 template<class T>inline void MIN(T &x,T y){if(y<x)x=y
  ;}
16 namespace FastIO
17 {
18   char buf[1 << 21], buf2[1 << 21], a[20], *p1 = buf, *
    p2 = buf, hh = '\n';
19   int p, p3 = -1;
20   void read() {}
21   void print() {}
22   inline int getc()
23   {
24     return p1 == p2 && (p2 = (p1 = buf) + fread(buf, 1, 1
      << 21, stdin), p1 == p2) ? EOF : *p1++;
25   }
26   inline void flush()
27   {
28     fwrite(buf2, 1, p3 + 1, stdout), p3 = -1;
29   }
30   template <typename T, typename... T2>
31   inline void read(T &x, T2 &... oth)
32   {
33     int f = 0; x = 0; char ch = getc();
34     while (!isdigit(ch)){if (ch == '-')f = 1; ch = getc()
      ;}
35     while (isdigit(ch)){x = x * 10 + ch - 48; ch = getc()
      ;}
36     x = f ? -x : x; read(oth...);
37   }
38   template <typename T, typename... T2>
39   inline void print(T x, T2... oth)
40   {
41     if (p3 > 1 << 20) flush();
42     if (x < 0) buf2[++p3] = 45, x = -x;
43     do{a[++p] = x % 10 + 48;} while (x /= 10);
44     do{buf2[++p3] = a[p];} while (--p);
45     buf2[++p3] = hh;
46     print(oth...);
47   }
48 } // namespace FastIO
49 #define read FastIO::read
50 #define print FastIO::print
51 #define flush FastIO::flush
52 #define spt fixed<<setprecision
53 #define endl '\n'

```

```

54 #define mul(a,b,mod) (__int128)(a)*(b)%(mod)
55 #define pii(a,b) pair<a,b>
56 #define pow powmod
57 #define X first
58 #define Y second
59 #define lowbit(x) (x&-x)
60 #define MP make_pair
61 #define pb push_back
62 #define pt putchar
63 #define yx_queue priority_queue
64 #define lson(pos) (pos<<1)
65 #define rson(pos) (pos<<1|1)
66 #define y1 code_by_Rand0w
67 #define yn A_muban_for_ACM
68 #define j1 it_is_just_an_eastegg
69 #define lr hope_you_will_be_happy_to_see_this
70 #define int long long
71 #define rep(i, a, n) for (register int i = a; i <= n;
  ++i)
72 #define per(i, a, n) for (register int i = n; i >= a;
  --i)
73 const ll llinf = 4223372036854775851;
74 const ll mod = (0 ? 1000000007 : 998244353);
75 ll pow(ll a, ll b, ll md=mod) {ll res=1; a%=md; assert(b
  >=0); for(; b>=1;){if(b&1)res=mul(res,a,md); a=
  mul(a,a,md);} return res;}
76 const ll mod2 = 999998639;
77 const int m1 = 998244353;
78 const int m2 = 1000001011;
79 const int pr=233;
80 const double eps = 1e-7;
81 const int maxm= 1;
82 const int maxn = 510000;
83 void work()
84 {
85 }
86 }
87 signed main()
88 {
89   #ifndef ONLINE_JUDGE
90     // freopen("in.txt", "r", stdin);
91     // freopen("out.txt", "w", stdout);
92   #endif
93   // std::ios::sync_with_stdio(false);
94   // cin.tie(NULL);
95   int t = 1;
96   // cin >> t;
97   for(int i=1; i<=t; i++){
98     // cout << "Case #" << i << ": " << endl;
99     work();
100   }
101   return 0;
102 }

```

## 1.2 头文件 (REXWind)

```
1 cout << "hello" << endl;
```

## 1.3 头文件 (Dallby)

```
1 #include <bits/stdc++.h>
2 cout << "hello" << endl;
```