

高精度加法

```
#include <iostream>
#include <vector>

using namespace std;

vector<int> add(vector<int> &A, vector<int> &B)
{
    if (A.size() < B.size()) return add(B, A);

    vector<int> C;
    int t = 0;
    for (int i = 0; i < A.size(); i ++ )
    {
        t += A[i];
        if (i < B.size()) t += B[i];
        C.push_back(t % 10);
        t /= 10;
    }

    if (t) C.push_back(t);
    return C;
}

int main()
{
    string a, b;
    vector<int> A, B;
    cin >> a >> b;
    for (int i = a.size() - 1; i >= 0; i -- ) A.push_back(a[i] - '0');
    for (int i = b.size() - 1; i >= 0; i -- ) B.push_back(b[i] - '0');

    auto C = add(A, B);

    for (int i = C.size() - 1; i >= 0; i -- ) cout << C[i];
    cout << endl;

    return 0;
}
```