```cpp
#include <ext/pb_ds/assoc_container.hpp>
#include <ext/pb_ds/tree_policy.hpp>
#include <bits/stdc++.h>

using namespace std;

#define SYN ios_base::sync_with_stdio(0);cin.tie(0);
typedef long long int LLI;
typedef unsigned long long int ULLI;

#define dbg(x)          cerr<<__LINE__<<" "<<#x<<" "<<x<<endl;
#define IMAX ((unsigned)1<<31)-1
#define eps 1e-11
#define mem(a,v) memset(a,v,sizeof (a))
#define SZ(X) ((int)X.size())
#define VI vector<LLI>
#define VS vector<string>
#define PB push_back
#define PI acos(-1.0)
#define mk make_pair
#define pll pair<LLI,LLI>
#define xx first
#define yy second
#define all(a) a.begin(),a.end()


#define MOD 1000000007
#define MX 100000
#define RADIANS(x)      (((1.0 * x * PI) / 180.0))
#define DEGREES(x)      (((x * 180.0) / (1.0 * PI)))


//I/O

#define  S                      scanf
#define  P                      printf

#define I(X)                    scanf("%I64", &(X))
#define II(X, Y)                scanf("%I64%I64", &(X), &(Y))
#define III(X, Y, Z)            scanf("%I64%I64%I64", &(X), &(Y),
&(Z))


// Loop

#define  F(i,a,b)               for(int i=a;i<b; i++)
#define  FF(i,a,b)              for(int i=a;i<=b;i++)


void show()
{
    cout<<'\n';
}
template<typename T,typename... Args>
void show(T a, Args... args)
{
    cout<<a<<" ";
    show(args...);
}
```

```cpp
template<typename T>
void show_c(T& a)
{
    for ( auto &x:a )
    {
        cout<<x<<" ";
    }
    cout<<endl;
}

LLI n,m,k,ar[MX],fst[MX],snd[MX],table[MX];
string str;


int main()
{
    SYN;
    return 0;
}
```