

Algorithm Library

`magic::team.getname()`

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August 29, 2024

Contents

一切的开始 2

宏定义 2

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宏定义

- 需要 C++11

```
1  #include <bits/stdc++.h>
2  using namespace std;
3  using LL = long long;
4  #define FOR(i, x, y) for (decay<decltype(y)>::type i = (x), _##i = (y); i < _##i; ++i)
5  #define FORD(i, x, y) for (decay<decltype(x)>::type i = (x), _##i = (y); i > _##i; --i)
6  #ifdef zerol
7  #define dbg(x...) do { cout << "\033[32;1m" << #x << " -> "; err(x); } while (0)
8  void err() { cout << "\033[39;0m" << endl; }
9  template<template<typename...> class T, typename t, typename... A>
10 void err(T<t> a, A... x) { for (auto v: a) cout << v << ' '; err(x...); }
11 template<typename T, typename... A>
12 void err(T a, A... x) { cout << a << ' '; err(x...); }
13 #else
14 #define dbg(...)
15 #endif
16 // -----
```