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1 Basic Template

1.1 C++ Basic Template

```cpp
//#pragma GCC optimize("O3")
//#pragma GCC optimize("Ofast")
//#pragma GCC optimize("unroll-loops")

#include <bits/stdc++.h>
#include <cassert>
using namespace std;
#define ll long long
#define ull unsigned long long
#define ld long double
#define pii pair<int, int>
#define pll pair<ll, ll>
#define fr first
#define sc second
#define all(c) (c).begin(), (c).end()
#define sz(x) (int)(x).size()

const double EPS = 1e-9;
const int INF = 1e9 + 7;
const int MOD = 1e9 + 7;
const int dy[] = { 0, 0, 1, -1, 1, 1, -1, -1 };
const int dx[] = { 1, -1, 0, 0, 1, -1, 1, -1 };

int main() {
  cin.tie(NULL); cout.tie(NULL);
  ios_base::sync_with_stdio(false);
  int tc; cin >> tc;
  for (int tt = 1; tt <= tc; tt++) {

  }
}
```

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