Contents

1 Environment

1.1 Template

```cpp
#include <iostream>
#include <cstdlib>
#include <cstdio>
#include <cmath>
#include <vector>
#include <set>
#include <map>
#include <stack>
#include <queue>
#include <string>
#include <bitset>
#include <algorithm>
#include <cstring>

using namespace std;

#define rep(i, a, b) for(int i = (a); i < int(b); ++i)
#define trav(it, v) for(typeof((v).begin()) it = (v).begin(); it != (v).end(); ++it)

typedef double fl;
typedef long long ll;
typedef pair<int, int> pii;
typedef vector<int> vi;


bool solve(){

  return true;
}

int main(){
  int tc=1; //scanf("%d", &tc);
  rep(i, 0, tc) solve();

  return 0;
}
```

2 Data Structures

2.1 Union Find

```cpp
#include <iostream>
#include <stdio.h>
#include <string.h>
using namespace std;

int find(int * root, int x){
  if (root[x] == x) return x;
  root[x] = find(root, root[x]);
  return root[x];
}

void uni(int * root, int * deep, int x, int y){
  int a = find(root, x);
  int b = find(root, y);
  root[a] = b;
}

bool issame(int * root, int a, int b){
  return(find(root, a) == find(root, b));
}

int main(){
  int n, no; scanf("%d%d", &n, &no);
  int root[n];
  for(int i = 0; i < n; i++){
    root[i] = i;
  }

  for(int i = 0; i < no; i++){
    char op; int a, b;
    scanf("%*[␣\n\t]%c", &op);
    scanf("%d%d", &a, &b);
    if(op == '?'){
      if(issame(root, a, b)) printf("yes\n");
      else                   printf("no\n");
    }
    if(op == '=')
      uni(root, deep, a, b);
  }
}
```

2.2 Fenwick Tree

```cpp
#include <iostream>
#include <stdio.h>
#include <vector>

using namespace std;


typedef long long int lli;
typedef vector<lli> vi;


#define last_dig(x) (x & (-x))

void fenwick_create(vi &t, lli n){
  t.assign(n + 1, 0);
}
lli fenwick_read(const vi &t, lli b){
  lli sum = 0;
  while(b > 0){
    sum += t[b];
    b -= last_dig(b);
  }
  return sum;
}

void fenwick_update(vi &t, lli k, lli v){
  while(k <= (lli)t.size()){
    t[k] += v;
    k += last_dig(k);
  }
}

int main(){
  lli N, Q; scanf("%lld%lld", &N, &Q);
  vi ft; fenwick_create(ft, N);

  char op; lli a, b;
  for(lli i = 0; i < Q; i++){
    scanf("%*[␣\n\t]%c", &op);
    switch (op){
      case '+':
      scanf("%lld%lld", &a, &b);
      fenwick_update(ft, a+1, b);
      break;

      case '?':
      scanf("%lld", &a);
      printf("%lld\n", fenwick_read(ft, a));
      break;
    }
  }

  return 0;
}
```

3 Numerical

3.1 Rational Numbers Class

```cpp
#include <stdio.h>

using namespace std;

class Q{
private:
  long long int p, q;
  long long int gcd(long long int a, long long int b) {
    if (a < 0) a = -a;
    if (b < 0) b = -b;
    if (0 == b) return a;
    else return gcd(b, a % b);
  }
public:
  Q(){}
  Q(long long int a, long long int b){
    p = a; q = b;
    if(q < 0){p = -p; q = -q;}
    if (p == 0) q = 1;
    if (q == 0){
      printf("ERR:␣den␣=␣0!\n");
      q = 1;
    }
    long long int g = gcd(p, q);
    p /= g; q /= g;
  }

  Q operator + (Q a){
    Q b = * this;
    Q res = Q((a.p * b.q + b.p * a.q), (a.q * b.q));
    return res;
  }

  Q operator - (Q a){
    Q b = * this;
    Q res;
    if(a==b) res = Q(0,0);
    else res = Q((b.p * a.q - a.p * b.q), (a.q * b.q));
    return res;
  }

  Q operator * (Q a){
    Q b = * this;
    Q res = Q(a.p * b.p, a.q * b.q);
    return res;
  }

  Q operator / (Q a){
    Q b = * this;
    Q res = Q(b.p * a.q, b.q * a.p);
    return res;
  }

  bool operator == (Q a){
    Q f = * this;
    Q s = Q(a.p, a.q);
    return (f.p == s.p and f.q == s.q);
  }

  void operator = (Q a){
    this->p = a.p;
    this->q = a.q;
  }

  void print(){
    printf("%lld␣/␣%lld\n", p, q);
  }
};

int main(){
  int n; scanf("%d", &n);
  for(int i = 0; i < n; i++){
    int tp, tn;
    scanf("%d%d", &tp, &tn); Q a = Q(tp, tn);

    char t='␣'; while (t == '␣') scanf("%c", &t);

    scanf("%d%d", &tp, &tn); Q b = Q(tp, tn);

    switch(t){
      case '+': (a+b).print(); break;
      case '-': (a-b).print(); break;
      case '*': (a*b).print(); break;
      case '/': (a/b).print(); break;
    }
  }

  return 0;
}
```

3.2 Binary Search

```cpp
// Example usage of the bsearch
#include <cstdlib>
#include <cstdio>

int check(const void *key, const void *elem) {
 int k = (int)key;
 int e = (int)elem;
 printf("Comparing␣%d␣with␣%d\n", k, e);

 if (k == e) return 0;
 if (k < e) return -1;
 return 1;
}

int main() {
 int found = (int)bsearch((const void *)10, 0, 100, 1, &check);

 printf("I␣found:␣%d\n", found);

 return 0;
}
```

3.3 De Brujin

```

#include <iostream>
#include <vector>
#include <cmath>

using namespace std;
vector<bool> seq;
vector<bool> a;
int n, k;

void db(int t, int p){
  if (t > n){
    if (n % p == 0)
      for (int j = 1; j < p + 1; j++)
        seq.push_back(a[j]);
  }
  else{
    a[t] = a[t - p];
    db(t + 1, p);
    for (int j = a[t - p] + 1; j < 2; j++){
      a[t] = j;
      db(t + 1, t);
    }
  }
}

int de_bruijn(){
  for(int i = 0; i < n; i++)
    a.push_back(0);
  db(1, 1);

  int sum = 0;
  for(int i = 0; i < n; i++){
    sum += seq[(k+i) % (int)pow((double)2, n)] * pow((double)2, n-i-1);
  }
  cout << sum << '\n';
}

int main(){
  int tc;
  cin >> tc;
  for(int we = 0; we < tc; we++){
    cin >> n >> k;
    a.clear(); seq.clear();
    de_bruijn();
  }
}
```

3.4 Prime Generator

```
#include <cstdio>

int prime[664579];
int numprimes;

void calcprimes(int maxn){
  prime[0] = 2; numprimes = 1; prime[numprimes] = 46340; // 0xb504*0xb504 = 0x7FFEA810
  for(int n = 3; n < maxn; n += 2) {
    for(int i = 1; prime[i]*prime[i] <= n; ++i) {
      if(n % prime[i] == 0) goto not_prime;
    }
    prime[numprimes++] = n; prime[numprimes] = 46340; // 0xb504*0xb504 = 0x7FFEA810
not_prime:
    ;
  }
}

int main(){
  calcprimes(10000000);
  for(int i = 0; i < 664579; i++) printf("%d\n", prime[i]);
}
```

3.5 Factorisation

```
int factor[1000000];
int numf[1000000];
int numfactors;

void calcfactors(int n){
  numfactors = 0;
  for(int i = 0; n > 1; ++i){
    if(n % prime[i] == 0){
      factor[numfactors] = prime[i];
      numf[numfactors] = 0;
      do {
        numf[numfactors]++;
        n /= prime[i];
      } while(n % prime[i] == 0); numfactors++;
    }
  }
}
```

4 Graphs

4.1 Single Source Shortest Path

Dijkstra's algorithm
Time Complexity $O(E + V \log V)$

```
#include <stdio.h>
#include <queue>
#include <vector>

#define INF 100000000

using namespace std;

typedef pair<int, int> ii;

template<class T>

class comp{
public:
  int operator()(const pair<int, T> & a, const pair<int, T> & b){return (a.second > b.second);}
};

template<class T>
vector<T> dijkstras(vector<pair<int, T> > G[], int n, int e, int s){
  priority_queue<pair<int, T> , vector<pair<int, T> >, comp> Q;

  vector<T> c; for(int i = 0; i < n; i++) c.push_back(INF); c[s] = 0;
  vector<int> p; for(int i = 0; i < n; i++) p.push_back(-1);

 Q.push(pair<int, T>(s, c[s]));
  int u, sz, v; T w;
  while(!Q.empty()){

    u = Q.top().first; Q.pop();
    sz = G[u].size();
    for(int i = 0; i < sz; i++){
      v = G[u][i].first;
      w = G[u][i].second;
      if( c[v] > c[u] + w ){
        c[v] = c[u] + w;
        p[v] = u;
        Q.push(pair<int, T>(v, c[v]));
      }
    }
  }

  //printf("Path to follow: ");
  //for(int i = 0; i < n; i++) printf("%d ", p[i]);
  //printf("\n");

  return c;
}

int main(){
  int n, e, q, s;
  scanf("%d%d%d%d", &n, &e, &q, &s);
  while(n!=0 or e!=0 or q!=0 or s!=0){
    vector<ii> G[n];
    for(int i = 0; i < e; i++){
      int f, t, w;
      scanf("%d%d%d", &f, &t, &w);
     G[f].push_back(ii(t, w));
    }
    vector<int> c = dijkstras(G, n, e, s);

    for(int i = 0; i < q; i++) {
      int d; scanf("%d", &d);
      if(c[d] == INF)  printf("Impossible\n");
      else        printf("%d\n", c[d]);
    }
    printf("\n");

    scanf("%d%d%d%d", &n, &e, &q, &s);
  }

  return 0;
}
```

4.2 Single Source Shortest Path Time Table

Single Source Shortest Path Time Table (Dijkstra)
Time Complexity $O(E + V \log V)$

```
#include <stdio.h>
#include <queue>
#include <vector>

#define INF 100000000

using namespace std;

struct A{
  A(int a, int b, int c){t0=a; tn = b; w = c;}
  int t0, tn, w;
};

typedef pair<int, int> ii;
typedef pair<int, A> iA;

class comp{
public:
  int operator()(const ii& a, const ii& b){return (a.second > b.second);}
};

vector<int> dijkstras(vector<iA> G[], int n, int e, int s){
  priority_queue<ii, vector<ii >, comp> Q;

  vector<int> c; for(int i = 0; i < n; i++) c.push_back(INF); c[s] = 0;
  vector<int> p; for(int i = 0; i < n; i++) p.push_back(-1);

 Q.push(ii(s, c[s]));
  int u, sz, v, t0, tn, w, wt;
  while(!Q.empty()){

    u = Q.top().first; Q.pop();
    sz = G[u].size();
    for(int i = 0; i < sz; i++){
      v = G[u][i].first;
      tn = G[u][i].second.tn;
      t0 = G[u][i].second.t0;
     w = G[u][i].second.w;

      wt = t0 - c[u];
      if (wt < 0 and tn == 0) continue;
      while(wt < 0) wt+=tn;

      if( c[v] > c[u] + w + wt){
        c[v] = c[u] + w + wt;
        p[v] = u;
        Q.push(ii(v, c[v]));
      }
    }
  }

  //printf("Path to follow: ");
  //for(int i = 0; i < n; i++) printf("%d ", p[i]);
  //printf("\n");

  return c;
}

int main(){
  int n, e, q, s;
  scanf("%d%d%d%d", &n, &e, &q, &s);
  while(n!=0 or e!=0 or q!=0 or s!=0){
    vector<iA> G[n];
    for(int i = 0; i < e; i++){
      int f, t, t0, tn, w;
      scanf("%d%d%d%d%d", &f, &t, &t0, &tn, &w);
     G[f].push_back(iA(t, A(t0, tn, w)));
    }
    vector<int> c = dijkstras(G, n, e, s);

    for(int i = 0; i < q; i++) {
      int d; scanf("%d", &d);
      if(c[d] == INF)  printf("Impossible\n");
      else        printf("%d\n", c[d]);
    }
    printf("\n");

    scanf("%d%d%d%d", &n, &e, &q, &s);
  }

  return 0;
}
```

4.3 All pairs shortest path

Floyd Warshall's algorithm. Assign nodes which are part of a negative cycle to minus infinity.
Time Complexity $O(V^3)$

```cpp
// All pairs shortest path (Floyd Warshall). Assign nodes which are part of a
// negative cycle to minus infinity.

#include <stdio.h>
#include <iostream>
#include <vector>
#include <algorithm>

#define INF 1000000000
using namespace std;

template<class T>
vector< vector <T> > floyd_warshall(vector< vector<T> > d){
  int n = d.size();
  for(int i = 0; i < n; i++) d[i][i] = 0;

  for (int k = 0; k < n; k++)
   for (int i = 0; i < n; i++)
     for (int j = 0; j < n; j++)
      if (d[i][k] != INF and d[k][j] != INF)
        d[i][j] = min(d[i][j], d[i][k]+d[k][j]);

  for(int i = 0; i < n; i++)
    for(int j = 0; j < n; j++)
      for(int k = 0; d[i][j] != -INF && k < n; k++)
        if(d[i][k] != INF && d[k][j] != INF && d[k][k] < 0)
          d[i][j] = -INF;

  return d;
}

int main(){
  int n, m, q; scanf("%d%d%d", &n, &m, &q);
  while(n!=0 or m!=0 or q!=0){
    vector< vector<int> > d;
    d.resize(n);
    for(int i = 0; i < n; i++)
      for(int j = 0; j < n; j++)
        d[i].push_back(INF);

    for(int i = 0; i < m; i++){
      int f, t, w; scanf("%d%d%d", &f, &t, &w);
      d[f][t] = min(w, d[f][t]);
    }

    d = floyd_warshall(d, n);
    for(int i = 0; i < q; i++){
      int f, t; scanf("%d%d", &f, &t);
      if(d[f][t] == INF)      printf("Impossible\n");
      else if(d[f][t] == -INF)   printf("-Infinity\n");
      else              printf("%d\n", d[f][t]);
    }
    printf("\n");
    scanf("%d%d%d", &n, &m, &q);
  }
  return 0;
}
```

4.4 Minimum Spanning Tree

```cpp
#include <stdio.h>
#include <algorithm>
#include <vector>

using namespace std;

struct AnsEdge{
  int f, t;
  bool operator<(const AnsEdge& oth) const{
    if(f == oth.f)
      return(t < oth.t);
    return(f < oth.f);
  }

  AnsEdge(){};
  AnsEdge(int a, int b){f = a; t = b;};
};
struct Tree{
  int w;
  bool complete;
  std::vector<AnsEdge> e;
  Tree(){
    w = 0;
    complete = true;
  }
};

struct Vertex{
  Vertex *p;
  Vertex *root(){
    if(p->p != p)
      p = p->root();
    return p;
  }
};
struct Edge{
  int f, t, w;

  bool operator<(const Edge& oth) const{
    if (w == oth.w)
      return(t < oth.t);
    return(w < oth.w);
  }
};


Tree kruskal(Vertex * v, Edge * e, int numv, int nume){
  Tree ans;
  int sum = 0;

  for(int i = 0; i < numv; ++i){
    v[i].p = &v[i];
  }

  sort(&e[0], &e[nume]);

  for(int i = 0; i < nume; ++i){
    if(v[e[i].f].root() != v[e[i].t].root()){
      v[e[i].t].root()->p = v[e[i].f].root();
      ans.w += e[i].w;

      if(e[i].t < e[i].f) ans.e.push_back(AnsEdge(e[i].t, e[i].f));
      else         ans.e.push_back(AnsEdge(e[i].f, e[i].t));
    }
  }

  Vertex * p = v[0].root();
  for(int i = 0; i < numv; ++i)
    if(p != v[i].root()){
      ans.complete = false;
      break;
    }

  sort(ans.e.begin(), ans.e.end());

  return ans;
}

int main(){
  int n, m; scanf("%d%d", &n, &m);
  while(n or m){
    Vertex v[n];
    Edge e[m];

    for(int i = 0; i < m; i++){
      int f, t;
      scanf("%d%d%d", &f, &t, &e[i].w);
      e[i].f = f;
      e[i].t = t;
    }

    Tree ans = mst(v, e, n, m);

    if(ans.complete){
      printf("%d\n", ans.w);
      for(int i = 0; i < ans.e.size(); i++){
        printf("%d␣%d\n", ans.e[i].f, ans.e[i].t);
      }
    }
    else printf("Impossible\n");

    scanf("%d%d", &n, &m);
  }

  return 0;
}
```

4.5 Maximum Flow

```cpp
// Edmonds Karp's Maximum Flow Algorithm
// Input:         Adjacency Matrix (res)
// Output:        Maximum Flow
// Time Complexity:   O(VE^2)

int res[MAX_V][MAX_V], mf, f, s, t;
vi p;

void augment(int v, int minEdge) {
  if(v == s){f = minEdge; return;}
  else if(p[v]  != -1){augment(p[v], min(minEdge, res[v][p[v]]));
              res[p[v]][v] -= f; res[v][p[v]] += f; }
}

int solve(){
  mf = 0; // Max Flow

  while(1){
    f = 0;
    vi dist(MAX_V, INF); dist[s] = 0; queue<int> q; q.push(s);
    p.assign(MAX_V, -1);
    while(!q.empty()){
      int u = q.front(); q.pop();
      if(u == t) break;
      for(int v = 0; v < MAX_V; v++)
        if (res[u][v] > 0 && dist[v] == INF)
          dist[v] = dist[u] + 1, q.push(v), p[v] = u;
    }
    augument(t, INF);
    if(f == 0) break;
    mf += f;
  }

  printf("%d\n", mf);
}
```

4.6 Euler Tour

```cpp
#include <cstdlib>
#include <cstdio>
#include <cmath>
#include <list>

typedef vector<int> vi;

using namespace std;

list<int> cyc;

void euler_tour(list<int>::iterator i, int u) {
  for(int j = 0; j < (int)AdjList[u].size(); j++){
    ii v = AdjList[u][j];
    if (v.second){
      v.second = 0;
      for(int k = 0; k < (int)AdjList[u].size(); k++){
        ii uu = AdjList[v.first][k];
        if(uu.first == u && uu.second) {uu.second = 0; break;}
      }
      euler_tour(cyc.insert(i, u), v.first)
    }
  }
}

int main(){
  cyc.clear();
  euler_tour(cyc.begin(), A);
  for(list<int>::iterator it = cyc.begin(); it != cyc.end(); it++;)
    printf("%d\n", *it);
}
```

5 String processing

5.1 String Matching

```cpp
// Knuth Morris Prat : Search for a string in another one
// Alternative STL algorithms : strstr in <ctring> find in <string>
// Time complexity : O(n)

#include <cstdio>
#include <cstring>

#define MAX_N 100010
```

```

char T[MAX_N], P[MAX_N];   // T = text, P = pattern
int b[MAX_N], n, m;      // b = back table, n = length of T, m = length of P

void kmpPreprocess() {
  int i = 0, j = -1; b[0] = -1;
  while (i < m){
    while(j >= 0 && P[i] != P[j]) j = b[j];
    i++; j++;
    b[i] = j;
  }
}

void kmpSearch() {
  int i = 0, j = 0;
  while(i < n){
    while(j >= 0 && T[i] != P[j]) j = b[j];
    i++; j++;
    if(j==m){
      printf("P␣is␣found␣at␣index␣%d␣in␣T\n", i - j);
      j = b[j];
    }
  }
}

int main(){
  strcpy(T, "asdhasdhejasdasdhejasdasd");
  strcpy(P, "hej");

  n = 25; m = 3;

  kmpPreprocess();
  kmpSearch();

  return 0;
}
```

6 Geometry

6.1 Points Class

```
#include <cmath>

template<class T>
class Vector{
private:
  T x, T y;
public:
  Vector(){};
  Vector(T a, T b){x = a; y = b};

  T abs(){return sqrt(x*x+y*y);}
  Vector operator* (T oth){ return Vector(x*oth, y*oth); }
  Vector operator/ (T oth){ return Vector(x/oth, y/oth); }

  Vector operator+ (Vector oth){ return Vector(x+oth.x, y+oth.y); }
  Vector operator- (Vector oth){ return Vector(x+oth.x, y+oth.y); }
  T operator* (Vector oth){ return x*oth.x + y*oth.y; }
  Vector operator/ (Vector oth){ return Vector(x*oth.y-oth.x*y)}
};
```

6.2 Graham Scan

```
struct point {
 int x, y;
};
int det(const point& p1, const point& p2, const point& p3)
{
 int x1 = p2.x      p1.x;
 int y1 = p2.y      p1.y;
 int x2 = p3.x      p1.x;
 int y2 = p3.y      p1.y;
 return x1*y2     x2*y1;
}

// bool ccw(const point& p1, const point& p2, const point& p3)
// { // Counterclockwise? Compare with determinant ...
// return (det(p1, p2, p3) > 0);
// }

struct angle_compare {
 point p; // Leftmost lower point
 angle_compare(const point& p) : p(p) { }
 bool operator()(const point& lhs, const point& rhs) {
  int d = det(p, lhs, rhs);
  if(d == 0) // Furthest first if same direction will keep all
   return (x1*x1+y1*y1 > x2*x2+y2*y2); // points at the line
  return (d > 0); // Counterclockwise?
 }
};

int ConvexHull(const vector<point>& p, int* res)
{ // Returns number of points in the convex polygon
 int best = 0; // Find the first leftmost lower point
 for(int i = 1; i < p.size(); ++i)
  {
   if(p[i].y < p[best].y ||
          (p[i].y == p[best].y && p[i].x < p[best].x))
          best = i;
  }
 sort(p.begin(), p.end(), angle_compare(p[best]));
 for(int i = 0; i < 3; ++i)
  res[i] = i;
 int n = 3;
 for(int i = 3; i < p.size(); ++i)
  {
   // All consecutive points should be counter clockwise
   while(n > 2 && det(res[n-2], res[n-1], i) < 0)
        --n; // Keep if det = 0, i.e. the same line, angle_compare
   res[n++] = i;
  }
 return n;
}
```

6.3 Convex Hull

```
#include <iostream>
#include <cstdio>
#include <vector>
#include <cmath>
#include <algorithm>

using namespace std;

typedef unsigned int nat;

template <class T>
struct Point {
 T x, y;

 Point(T x = T(), T y = T()) : x(x), y(y) {}

 bool operator <(const Point<T> &o) const {
  if (y != o.y) return y < o.y;
  return x < o.x;
 }

 Point<T> operator -(const Point<T> &o) const { return Point<T>(x - o.x, y - o.y); }
 Point<T> operator +(const Point<T> &o) const { return Point<T>(x + o.x, y + o.y); }

 T lenSq() const { return x*x + y*y; }
};

template <class T>
struct sort_less {
 const Point<T> &ref;

 sort_less(const Point<T> &p) : ref(p) {}

 double angle(const Point<T> &p) const {
  Point<T> delta = p - ref;
  return atan2(delta.y, delta.x);
 }

 bool operator() (const Point<T> &a, const Point<T> &b) const {
  double aa = angle(a);
  double ab = angle(b);
  if (aa != ab) return aa < ab;
  return (a - ref).lenSq() < (b - ref).lenSq();
 }
};

template <class T>
int ccw(const Point<T> &p1, const Point<T> &p2, const Point<T> &p3) {
 return (p2.x - p1.x) * (p3.y - p1.y) - (p2.y - p1.y) * (p3.x - p1.x);
}

template <class T>
vector<Point<T> > convex_hull(vector<Point<T> > input) {
 if (input.size() < 2) return input;
 nat size = input.size();

 vector<Point<T> > output;

 // Find the point with the lowest x and y value.
 int minIndex = 0;
 for (int i = 1; i < size; i++) {
  if (input[i] < input[minIndex]) {
   minIndex = i;
  }
 }

 // This is the "root" point in our traversal.
 Point<T> p = input[minIndex];
 output.push_back(p);
 input.erase(input.begin() + minIndex);

 // Sort the other elements according to the angle with "p"
 sort(input.begin(), input.end(), sort_less<T>(p));

 // Add the first point from "input" to the "output" as a candidate.
 output.push_back(input[0]);

 // Start working our way through the points...
 input.push_back(p);
 size = input.size();
 for (nat i = 1; i < size; i++) {
  while (output.size() >= 2) {
   nat last = output.size() - 1;
   int c = ccw(output[last - 1], output[last], input[i]);

   if (c == 0) {
        // Colinear points! Take away the closest.
        if ((output[last - 1] - output[last]).lenSq() <= (output[last - 1] - input[i]).lenSq()) {
         if (output.size() > 1)
          output.pop_back();
         else
          break;
        } else {
         break;
        }
   } else if (c < 0) {
        if (output.size() > 1)
         output.pop_back();
        else
         break;
   } else {
        break;
   }
  }

  // Do not take the last point twice.
  if (i < size - 1)
   output.push_back(input[i]);
 }

 return output;
}


typedef Point<int> Pt;

bool solve() {
 nat count;
 scanf("%d", &count);

 if (count == 0) return false;

 vector<Pt> points(count);
 for (nat i = 0; i < count; i++) {
  scanf("%d␣%d", &points[i].x, &points[i].y);
 }

 vector<Pt> result = convex_hull(points);

 printf("%d\n", (int)result.size());
 for (nat i = 0; i < result.size(); i++) {
  printf("%d␣%d\n", result[i].x, result[i].y);
 }

 return true;
}

int main() {
 while(solve());

 return 0;
}
```