

```
1 #include <algorithm>
2 #include <bitset>
3 #include <complex>
4 #include <deque>
5 #include <exception>
6 #include <fstream>
7 #include <functional>
8 #include <iomanip>
9 #include <ios>
10 #include <iosfwd>
11 #include <iostream>
12 #include <istream>
13 #include <iterator>
14 #include <limits>
15 #include <list>
16 #include <locale>
17 #include <map>
18 #include <memory>
19 #include <new>
20 #include <numeric>
21 #include <ostream>
22 #include <queue>
23 #include <set>
24 #include <sstream>
25 #include <stack>
26 #include <stdexcept>
27 #include <streambuf>
28 #include <string>
29 #include <typeinfo>
30 #include <utility>
31 #include <valarray>
32 #include <vector>
33
34 using namespace std;
35
36 using ll = long long;
37 using ld = long double;
38 using P = pair<int, int>;
39 constexpr ld EPS = 1e-12;
40 constexpr int INF = numeric_limits<int>::max() / 2;
41 constexpr int MOD = 1e9 + 7;
42
43 template <typename T>
44 void printv(const vector<T> &v)
45 {
46     int sz = v.size();
47     for (int i = 0; i < sz; i++)
48     {
49         cout << v[i] << " \n"[i == sz - 1];
50     }
51 }
52
53 int main()
54 {
55     cin.tie(0);
56     ios::sync_with_stdio(false);
57 }
58
```