1 文件头

```
#include <bits/stdc++.h>
  using namespace std;
3
  #define zhzhwz
5 #ifdef zhzhwz
  |template <typename T>
  void _debug(const char* format, T t)
8
   {
       cerr << format << '=' << t << endl;</pre>
9
  }
10
11
12 template <class First, class... Rest>
  void _debug(const char* format, First first, Rest...
      rest)
   {
14
       while (*format != ',') cerr << *format++;</pre>
15
       cerr << '=' << first << ",";
16
       _debug(format + 1, rest...);
17
18
  |}
19
20 | template <typename T>
  void _debugv(T* t, int num)
22
  \
       cerr << "[ ";
23
       for (int i = 0; i < num; ++i) cerr << t[i] << ", "</pre>
       cerr << "]";
25
  }
26
27
  template <class First, class... Rest>
29 void _debugv(First* first, int num, Rest... rest)
```

```
30
  \
        cerr << "[ " << endl;</pre>
31
        for (int i = 0; i < num; ++i) {</pre>
32
            _debugv(first[i], rest...);
33
            cerr << ", " << endl;</pre>
34
35
        cerr << "]";
36
37
38
   template <class... Value>
39
   void _debuga(const char* format, Value... value)
40
   {
41
        cout << format << endl;</pre>
42
        while (*format != ',') cerr << *format++;</pre>
43
        while (*format++) {
44
            cerr << "[0:";
45
            while (*format && *format != ',') cerr << *</pre>
46
       format++;
            cerr << "]";
47
48
        cerr << "=";
49
        _debugv(value...);
50
        cerr << endl;</pre>
51
52
   }
53
   template <typename T>
54
   ostream& operator<<(ostream& os, const vector<T>& V)
56
        os << "[ ";
57
        for (const auto& vv : V) os << vv << ", ";</pre>
58
        os << "]";
59
        return os;
60
61 }
```

```
62
63 #define debug(...) _debug(#__VA_ARGS__, __VA_ARGS__)
64 | #define debuga(...) _debuga(#__VA_ARGS__, __VA_ARGS__)
65 #else
66 #define debug
  #define debuga
  #endif
68
69
70 typedef long long 11;
71 typedef __int128 i128;
72 typedef pair<int, int> pii;
  typedef pair<11, 11> pll;
73
  const int MOD = 998244353;
75
76 int main()
77 {
78
       return 0;
```

Listing 1: head.cpp