读入优化

```
1
    template<typename T>
    void read(T &x){
 2
 3
        x = 0;
        int fl = 1;
 4
        char ch = getchar();
 5
        while(ch < '0' || ch > '9'){
 6
 7
            if(ch == '-') fl = -1;
            ch = getchar();
 8
9
        }
        while(ch >= '0' && ch <= '9'){
10
11
            x = (x << 1) + (x << 3) + ch - '0';
            ch = getchar();
12
13
        }
        x \star = fl;
14
15
    template <typename T, typename... Args>
16
    inline void read(T& t, Args&... args){
17
18
        read(t); read(args...);
    }
19
```