

读入优化

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