

PlayGround

123 **123**

BTN

```
#include<bits/c++.h>
```

```
int main(){  
    a ← b;  
}
```

```
#include<bits/c++.h>
```

```
int main(){  
    a <= b;  
}
```

From:

<https://wiki.cvbbacm.com/> - **CVBB ACM Team**

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