

# PlayGround

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BTN

don't use codedoc!

```
#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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Last update: **2020/05/22 19:51**