

PlayGround

`scalecheck`

`a`

`b`

`123` `123`

BTN

don't use codedoc!

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

int main(){
    a ← b;
}
```

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

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

test

`empty`

`emptyset`

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