

[Help](#)

```
#ifndef MY_DEFS_H
#define MY_DEFS_H

#include <algorithm>

// computes the square of a number
template <typename T> T sq(T A)
{
    return A * A;
}

//return the nearest even number bigger than m
inline int even(int m)
{
    if (2 * (m / 2) == m)
        return m;

    return m + 1;
}

/* #ifdef DEBUG
 * void* operator new (size_t size, const char* nom_fich, const unsigned long nu
 * void* operator new[] (size_t size, const char* nom_fich, const unsigned long
 * #define DEBUG_NEW new(__FILE__,__LINE__)
 * #define new DEBUG_NEW
 * #endif /\ *DEBUG*\ / */

#endif
```