

# C++ Handbook

A guide to C++ programming from Algorithms for Competitive  
Programming

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# 1 Template

## 1.0.1 Template in C++

Basic template using universal library and FASTIO

```
1 #include <bits/stdc++.h>
2 using namespace std;
3 #define FASTIO() ios_base::sync_with_stdio(0); cin.tie(0); cout.tie(0);
4
5 void solve() {
6
7 }
8
9 int main() {
10     FASTIO();
11     int t = 1;
12     // cin >> t;
13     while (t--) solve();
14 }
```

# 2 Algebra

## 2.1 Fundamentals

### 2.1.1 text

text

```
1 #include <bits/stdc++.h>
```

# 3 Data Structures

# 4 Dynamic Programming

# 5 String Processing

# 6 Linear Algebra

# 7 Combinatorics

# 8 Numerical Methods

# 9 Geometry

# 10 Graphs

# 11 Miscellaneous