

# Personal Competitive Programming Notebook

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## 1 C++

### 1.1 C++ template

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
```

```
cin.tie(NULL);
cout.tie(NULL);
cout << setprecision(20) << fixed;
return 0;
}
```

## 2 Example to do more content

### 2.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

### 2.2 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

## 3 Example to do more content

### 3.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
```

```
    return 0;
}
```

---

## 4 Example to do more content

### 4.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

### 4.2 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

## 5 Example to do more content

### 5.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

## 6 Example to do more content

### 6.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

### 6.2 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

## 7 Example to do more content

### 7.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

---

## 8 Example to do more content

### 8.1 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```

### 8.2 Just Code

```
#include <bits/stdc++.h>
using namespace std;
int main()
{
    ios_base::sync_with_stdio(false);
    cin.tie(NULL);
    cout.tie(NULL);
    cout << setprecision(20) << fixed;
    return 0;
}
```