C++ syntax
- [X] Input/Output sync
- [X] Optimization pragmas
- [X] Printing structs
- [X] Lambda func for sorting

Algebra
- [X] Binary Exponention
- [X] Extended Euclidean
- [X] Linear Diophantine
- [X] Linear Sieve
- [ ] Miller Rabin (deterministic)
- [ ] Pollard Rho
- [ ] Euler's Totient
- [X] Modular Inverse
- [ ] Chinese Remainder Theorem
- [ ] Garner's Algorithm
- [ ] Factorial modulo p
- [ ] Discrete Logarithm
- [ ] Primitive Root
- [ ] Discrete Root
- [ ] Montgomery Multiplication
- [ ] Balanced Ternary
- [ ] Gray Code
- [ ] Bit manipulation
- [ ] Enumerating bitmask subsets
- [ ] Arbitrary Precision
- [X] Fast Fourier Transform
- [ ] Continued Fractions
- [ ] System of Linear Equations

Data Structures
- [X] Sparse Table
- [X] Disjoint Set Union
- [X] Fenwick Tree
- [X] Fenwick Tree Range Update
- [ ] Sqrt decomposition
- [X] Segment Tree
- [X] Treap
- [X] Merge Sort Tree
- [ ] Sqrt tree
- [ ] Randomized Heap
- [X] Trie
- [X] Aho-Corasick

Dynamic Programming
- [ ] Divide & Conquer DP
- [ ] Knuth's Optimization
- [X] Longest Increasing Subsequence

- [X] Convex Hull Trick
- [X] SOS DP (Sum over Subsets)

String Processing

- [X] Z-function
- [X] Suffix array
- [X] KMP prefix function
- [X] Rabin-Karp

Graph algorithms

- [X] Floyd-Warshall

Geometry

- [X] Dot product
- [X] Cross product
- [X] Line-Point distance
- [X] Shoelace formula
- [X] From segment to line
- [X] Three point orientation
- [X] Line-Line intersection
- [X] Segment intersection
- [ ] 3 points circle
- [ ] Reflection & Rotation
- [X] Convex Hull
- [ ] Point in Polygon test
- [ ] Pick's Theorem
- [ ] Closest pair of points