

Competitive Programming Notebook

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1 DP

2 String

3 Geometry

4 Graph

4.1 Example Code

```
1 // name of algorithm/structure
2 //
3 // description and more information
4 //
5 // links of problems solved with it (to make sure it
  works)
```

```
6 //
7 // complexity (of each function, if applicable)
8
9 struct Example {
10     // code
11 };
```

5 Math

6 DS

7 Primitives

8 General