

Competitive Programming Notebook

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Contents

1	Graph	2
1.1	Example Code	2
2	Primitives	2
3	Geometry	2
4	Math	2
5	General	2
6	String	2
7	DP	2
8	DS	2

1 Graph

1.1 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 };

```

2 Primitives

3 Geometry

4 Math

5 General

6 String

7 DP

8 DS