Competitive Programming Notebook

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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 funcion, if applicable)
8
9  struct Example {
10     // code
11 };
```