Competitive Programming Notebook

As Meninas Superpoderosas

Contents

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 };
```

2 Primitives

3 Geometry

4 Math

5 General

6 String

7 DP

8 DS