

Competitive Programming Notebook

As Meninas Superpoderosas

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

2 Primitives

3 Geometry

4 Math

5 General

6 String

7 DP

8 DS