

# Competitive Programming Notebook

As Meninas Superpoderosas

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## 1 DS

## 2 String

## 3 Math

## 4 Primitives

## 5 General

## 6 Geometry

## 7 DP

## 8 Graph

### 8.1 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 };

```