

Data Structures & Algorithm

(Basic to Intermediate)

- **Analysis of Algorithms:**
 - Growth of functions
 - Asymptotic Notations Omega, Theta,
 - Recursion Tree Method
 - Space Complexity
- **Arrays:**
 - Insertion, Deletion, Updation, Shifting
 - Reversal, Sort Check, Maximum, Minimum
- **Recursion**
 - Introduction to Recursion
 - Tail Recursion
 - Natural Number Check Using Recursion
 - Palindrome Check Using Recursion
 - Sum of Digits, Rod Cutting and Subsets
 - Tower of Hanoi
- **Hashing:**
 - Introduction to Hashing
 - Direct Address Table
 - Collision Handling
 - Chaining
 - Open Addressing
 - Double Hashing
 - Chaining Vs Open Addressing
- **String:**
 - Introduction to Strings
- **Searching:**
 - Linear Search
 - Binary Search (Iterative and Recursive)
- **Sorting:**
 - Stability in Sorting Algorithm
 - Bubble Sort
 - Selection Sort
 - Insertion Sort
 - Quick Sort
 - Different Partition Schemes in QuickSort
 - Merge Sort

- Lomuto Partition
- Hoare Partition
- Heap Sort
- Counting Sort
- Radix Sort
- Bucket Sort
- **Linked List:**
 - Drawback of Arrays
 - Introduction to Linked List and Implementation
 - Traversal, Insertion and Deletion
 - Sorted Insertion in Linked List
 - Reversal of Linked List (Iterative and Recursive)
 - Finding Middle
 - Remove Duplicate from Sorted Linked List
- **Circular Linked List:**
 - Traversal
 - Insertion (Head, End)
 - Deletion (Head, Kth Node)
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- **Doubly Linked List:**
 - Traversal
 - Insertion (Head, End)
 - Deletion (Head, End)
 - Reversal
 - Circular Doubly Linked List
- **Stack:**
 - Introduction to Stack Data Structure
 - Implement using array
 - Implementation using Linked List
 - Stack Applications
- **Queue:**
 - Introduction to Queue Data Structure
 - Implementation using array
 - Implementation using Linked List.
- **Deque:**
 - Introduction to Deque Data Structure.
 - Implementations using Array
 - Implementation using Linked List
- **Tree:**
 - Implementation
 - Traversals: preorder, postorder, inorder, level order (Iterative & Recursive)
 - Binary Tree: Height, Size, Maximum
 - Print Nodes at K Distance

- **BST:**

- Implementation
- Search
- Insertion
- Deletion
- Floor and Ceil in BST in CPP and Java
- Self Balancing BST
- AVL Tree (Introduction and applications)
- Red-Black Tree (Introduction and applications)
- Applications of BST

- **Heap:**

- Implementation
- Insert
- Heapify and Extract in Heap
- Decrease Key, Delete and Build Heap