**Graph Theory:**

1. **BFS**
2. **0/1 BFS**
3. **DFS**
4. **Articulation Point ; Articulation Bridge**
5. **Topsort**
6. **SCC(Strongly Connected Component)**
7. **Dijkstra**
8. **Minimum Spanning Tree(MST)**
9. **Ford Fulkerson(Max Flow)**
10. **Bipartite Matching(BPM) using Ford Fulkerson**
11. **Bipartite Matching(BPM) using Kuhn’s Algorithm**

**Data Structure:**

1. **Sparse Table**
2. **Order Set**
3. **Linked List**
4. **Disjoint Set Union(DSU)**
5. **MO’s Algorithm**
6. **Square Root Decomposition**
7. **Segment Tree**
8. **Merge Sort Tree**
9. **Floyd’s Cycle Finding Algorithm(not printed)**
10. **Sliding Range Minimum Query**
11. **Trie Tree**
12. **Binary Search Tree(BST)(not printed)**
13. **Lowest Common Anchestor(LCA)**
14. **Heavy Light Decomposition(HLD)**
15. **Suffix Array**

**Dynamic Programming:**

1. **0-1 Knapsack**
2. **0-1 Knapsack(Large)**
3. **Coin Change**
4. **Longest Increasing Subsequence(LIS)**
5. **Longest Common Subsequence(LCS)**
6. **Rock Climbing**
7. **Longest Palindromic Subsequence**
8. **Longest Palindromic Substring**
9. **Palindrome Partioning**
10. **Matrix Chain Multiplication**
11. **Digit DP**
12. **Tree DP**
13. **Bitmask DP**

**Number Theory:**

1. **Sieve**
2. **Bitwise Sieve**
3. **Segmented Sieve**
4. **BigMOD**
5. **GCD , LCM**
6. **Segmented Sieve**
7. **Modular Arithmetic**
8. **Euler Phi**
9. **Probability + Expected Value**
10. **Combinatorics**
11. **Chinese Remainder Theorem**

**String:**

1. **Z algorithm**
2. **String Hashing**

**Other:**

1. **Binary Search (Meet In the middle Technique)**
2. **Ternary Search**

**Linear Algebra:**

1. **Matrix Exponentiation**

**Geometry:**

1. **Pick’s Theorem**
2. **Convex Hull (Jarvis March Algo)**