

Pillar 1: DSA + Problem Solving

Focus on

Interview-style problems & patterns

Master these 12 patterns (FAANG favorites):

- Two pointers
- Sliding window
- Binary search
- Recursion + backtracking
- DP on subsequences
- DP on grids
- Graphs (DFS, BFS, shortest path, cycle detection)
- Greedy
- Heaps
- Tries
- Prefix sum / hashing
- Intervals



Weekly plan

- **3 medium + 1 hard** per day.
- For each solved problem, write:
Intuition → Brute force → Optimization → Time/Space → Edge cases.



Avoid

- Random grinding
- Competitive programming-style problems (not needed for hiring)