

## **Topics to Study**

Array manipulation

Subarray, subsequence

Searching - linear, binary (ternary optional)

Sorting - selection, bubble, insertion, merge, quick and count sort

Two pointer approach

Circular array

Prefix sum, diff array

2 d arrays manipulation

Sliding window

Divide and conquer

lower, upper bound

2 sum using 2 pointers

Stl - sort (comp function)