How to solve a problem?

1. Analytic Skills
2. Coding Skills
3. Technical Skills
4. Communication Skills

**Data Structure and Algorithm**

**Data Structures**

* Arrays
* Stacks
* Queues
* Linked Lists
* Trees
* Tries
* Graphs
* Hash Tables

**Algorithms**

* Sorting
* Dynamic Programming
* BFS + DFS (Searching)
* Recursion

<https://coggle.it/diagram/W5E5tqYlrXvFJPsq/t/master-the-interview-click-here-for-course-link/c25f98c73a03f5b1107cd0e2f4bce29c9d78e31655e55cb0b785d56f0036c9d1>

The 3 pillars of good code:

1. Readable

2. Time Complexity

3. Space Complexity

1. How to build one
2. How to use it