Linked lists:

* Common pattern I missed is to use two pointers that traverse the lists at different rates
* Common pattern I missed is to use recursive solutions

Graphs:

Trees:

* Review notecards on tree definitions (tree vs binary tree vs binary search tree, etc…)
* How to balance a binary search tree
* Red/Black trees
* AVL trees

Misc

* Need better understanding of exceptions
  + How they work
  + When/how to use in practical situations
  + C++ specifically