GREEDY ALGORITHMS

1. Activity Selection Problem,
2. Kruskal's Minimum Spanning Tree Algorithm,
3. Huffman Coding,
4. Efficient Huffman Coding for Sorted Input,
5. Prim's Minimum Spanning Tree Algorithm,
6. Prim's MST for Adjacency List Representation,
7. Dijkstra's Shortest Path Algorithm,
8. Dijkstra's Algorithm for Adjacency List Representation,
9. Job Sequencing Problem,

BACKTRACKING

1. Print all permutations of a given string,
2. The Knight's tour problem,
3. Rat in a Maze,
4. **N Queen Problem**,
5. Subset Sum,
6. m Coloring Problem,
7. Hamiltonian Cycle,
8. **Sudoku**,
9. Tug of War,
10. Solving Cryptarithmetic Puzzles

DIVIDE & CONQUER

1. Write your own pow(x, n) to calculate x*n,
2. Median of two sorted arrays,
3. Count Inversions ,
4. Closest Pair of Points,
5. Strassen's Matrix Multiplication,