1.	Analysis of algorithm
	Time complexity
	Space complexity
2.	Sorting
	Insertion sort
	Bubble sort
	Counting sort
	Merge sort
	Quick sort
3.	Searching
	Linear search
	Binary search - on discrete domain - on continuous domain)
	Uninformed search - DFS - BFS - Dijkstra - IDDFS - Meet-in-the-middle
	Informed search - A* search - IDA*
	Local search - Random restart hill climb - Simulated annealing - Local beam search - Genetic algorithm
	Game theoretic search - Minimax search - Alpha-beta pruning
	Constraint satisfaction problem - Backtrack - Algorithm x
4.	Data structure
	BST
	Heap (priority queue)
	Merge sort tree (interval based sorted array)
	Treap (array merge, split and accumulation)
	UFDS (solving connectivity problem)
5.	Dynamic programming
	Subset sum / 0-1 knapsack
	Interval DP
6.	Greedy
	Activity selection
7.	String
	KMP

	Rabin Karp
	Suffix array
8.	Geometry
	Line sweep
	Jarvis march
	Graham scan