Overview

- [[Various Algorithms]]
- [[Graph Algorithms]]
- [[Complexity Theory]]

Design principles
- Dynamic programming
- Scanline-Principle
- Divide & Conquer

Asymptotic complexity
- Time- and memory consumption
- Recursive Equations

Geometric algorithms
- Triangulations
- Intersection of line segments
- Convex hulls

- Graph algorithms
  - How to store graphs
  - Searchng in graphs
  - Spanning trees
  - Shortest path

- Complexity theory
  - NP-completness
  - Approximation algorithms and heuristics

- Seleced chapters
  - Depending on the term

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