

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
 - Searching in graphs
 - Spanning trees
 - Shortest path
- Complexity theory
 - NP-completeness
 - Approximation algorithms and heuristics
- Selected chapters
 - Depending on the term