1. **Array**
2. **String**
3. **Hash Table**
4. **Dynamic Programming**
5. **Math**
6. **Sorting**
7. **Depth-First Search**
8. **Greedy**
9. **Database**
10. **Breadth-First Search**
11. **Tree**
12. **Binary Search**
13. **Matrix**
14. **Binary Tree**
15. **Two Pointers**
16. **Bit Manipulation**
17. **Stack**
18. **Heap (Priority Queue)**
19. **Design**
20. **Graph**
21. **Simulation**
22. **Prefix Sum**
23. **Backtracking**
24. **Counting**
25. **Sliding Window**
26. **Linked List**
27. **Union Find**
28. **Ordered Set**
29. **Monotonic Stack**
30. **Recursion**
31. **Trie**
32. **Binary Search Tree**
33. **Divide and Conquer**
34. **Enumeration**
35. **Bitmask**
36. **Queue**
37. **Memorization**
38. **Geometry**
39. **Topological Sort**
40. **Segment Tree**
41. **Game Theory**
42. **Hash Function**
43. **Binary Indexed Tree**
44. **Interactive**
45. **String Matching**
46. **Rolling Hash**
47. **Shortest Path**
48. **Number Theory**
49. **Data Stream**
50. **Combinatorics**
51. **Randomized**
52. **Monotonic Queue**
53. **Iterator**
54. **Merge Sort**
55. **Concurrency**
56. **Doubly-Linked List**
57. **Brainteaser**
58. **Probability and Statistics**
59. **Quick select**
60. **Bucket Sort**
61. **Suffix Array**
62. **Minimum Spanning Tree**
63. **Counting Sort**
64. **Shell**
65. **Line Sweep**
66. **Reservoir Sampling**
67. **Eulerian Circuit**
68. **Radix Sort**
69. **Strongly Connected Component**
70. **Rejection Sampling**