1. Pattrens
2. Time complexities
3. Searching in arrays
4. Bit manupulation
5. Sorting

* Bubble sort
* Insersion sort
* Merge sort
* Count sort
* Wave sort

1. 2D arrays
2. Reccursion
3. Permutations
4. Linked list
5. Next permutation
6. Vectors
7. Polymorphism
8. Copy constructors
9. Destructor
10. Reverse a stack