- binary search -

- quicksort

- topological sort

- cycles - need more here

  - directed
  - undirected

- traversal

  - recursive
    - preorder
    - inorder
    - postorder
  - iterative
    - preorder
    - inorder
    - postorder

- level order tree printing

- divide-and-conquer

  - maximum subarray
  - Strassen matrix multiplication

- permutations (iterative and recursive)

- backtracking

- basic linear programming

  - shortest paths
  - maxflow
  - mincost flow
  - Simplex algorithm

- basic dynamic programming

  - rod cutting
  - longest common subsequence

- basic greedy programming
  - Huffman codes
- Horner's algorithm
- cheatsheet
  - sort
    - selection
    - insertion
    - bubble
    - shellsort
    - mergesort
    - quicksort
    - heapsort
    - counting sort *
    - radix sort *
    - bucket sort *
  - priority queues
    - array
    - binary heap
  - symbol tables
    - sequential search (unordered array)
    - binary search (binary search)
    - binary search tree
    - red-black BST
    - hash table (separate-chaining)
    - hash table (linear-probing)
  - graphs
    - path
    - cycle
    - directed cycle
    - bipartiteness/odd cycle
    - connected components
    - strong components
    - Eulerian cycle
    - directed Eulerian cycle
    - transitive closure
    - minimum spanning tree - Kruskal, Prim, Boruvka
    - shortest paths - unit, nonnegative, negative
    - all-pairs shortest paths

- maxflow-mincut
- bipartite matching
- assignment problem