- 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, nonegative, negative
- all-pairs shortest paths
- maxflow-mincut
- bipartite matching
- assignment problem