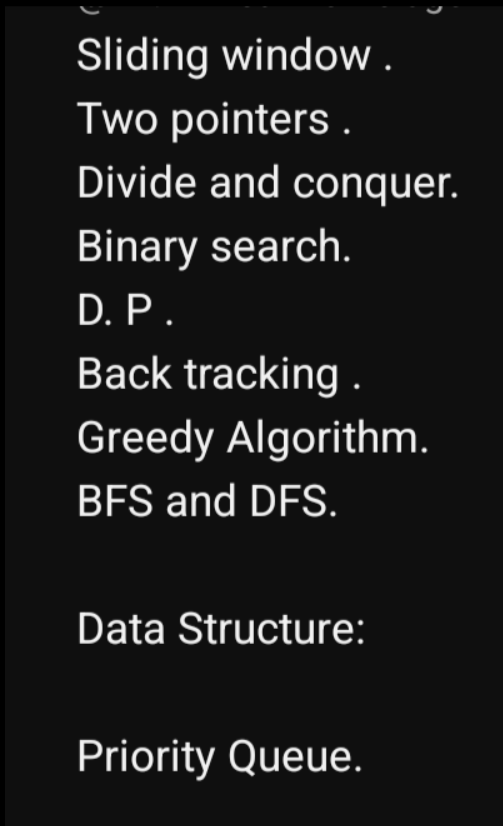
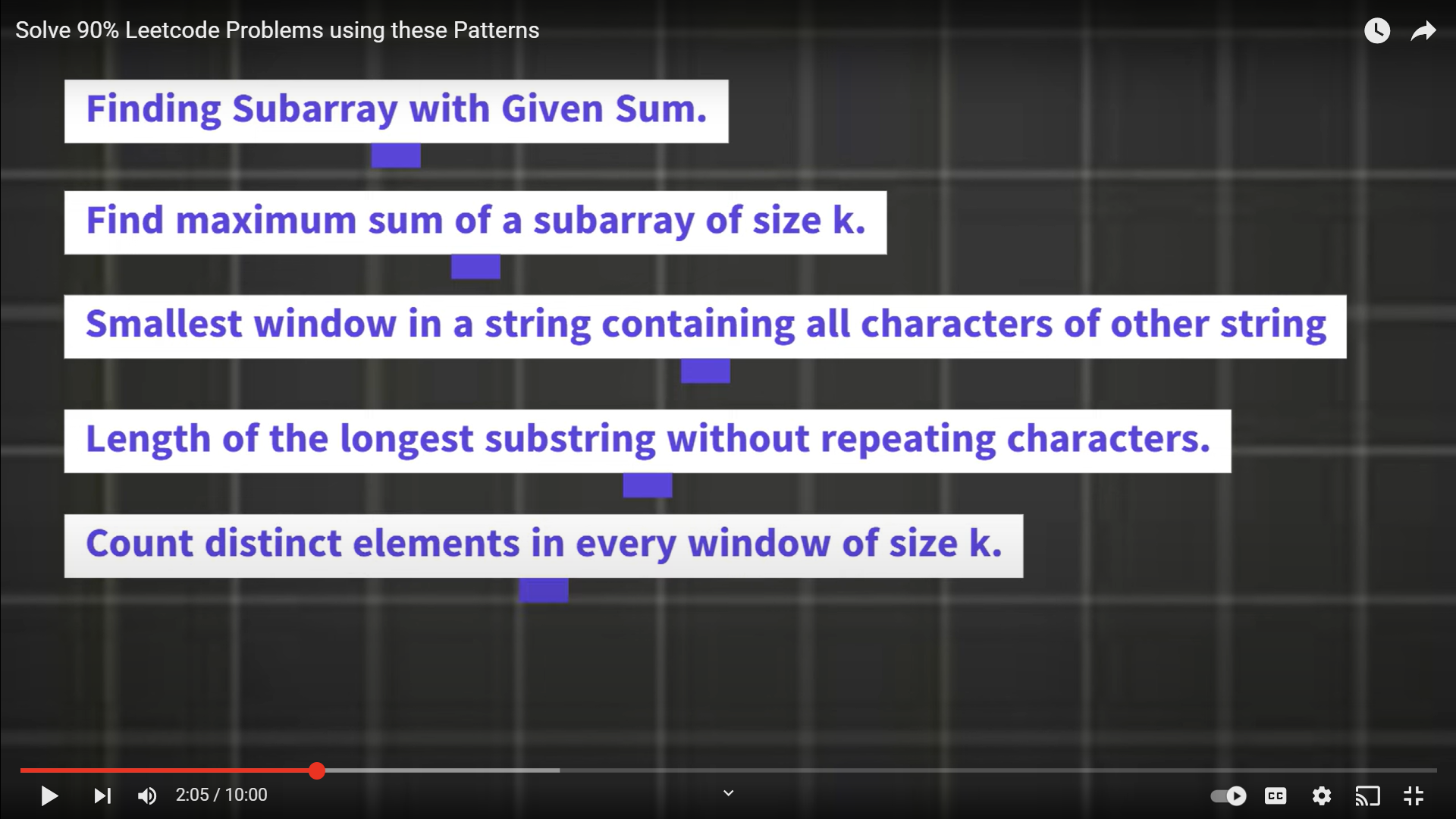
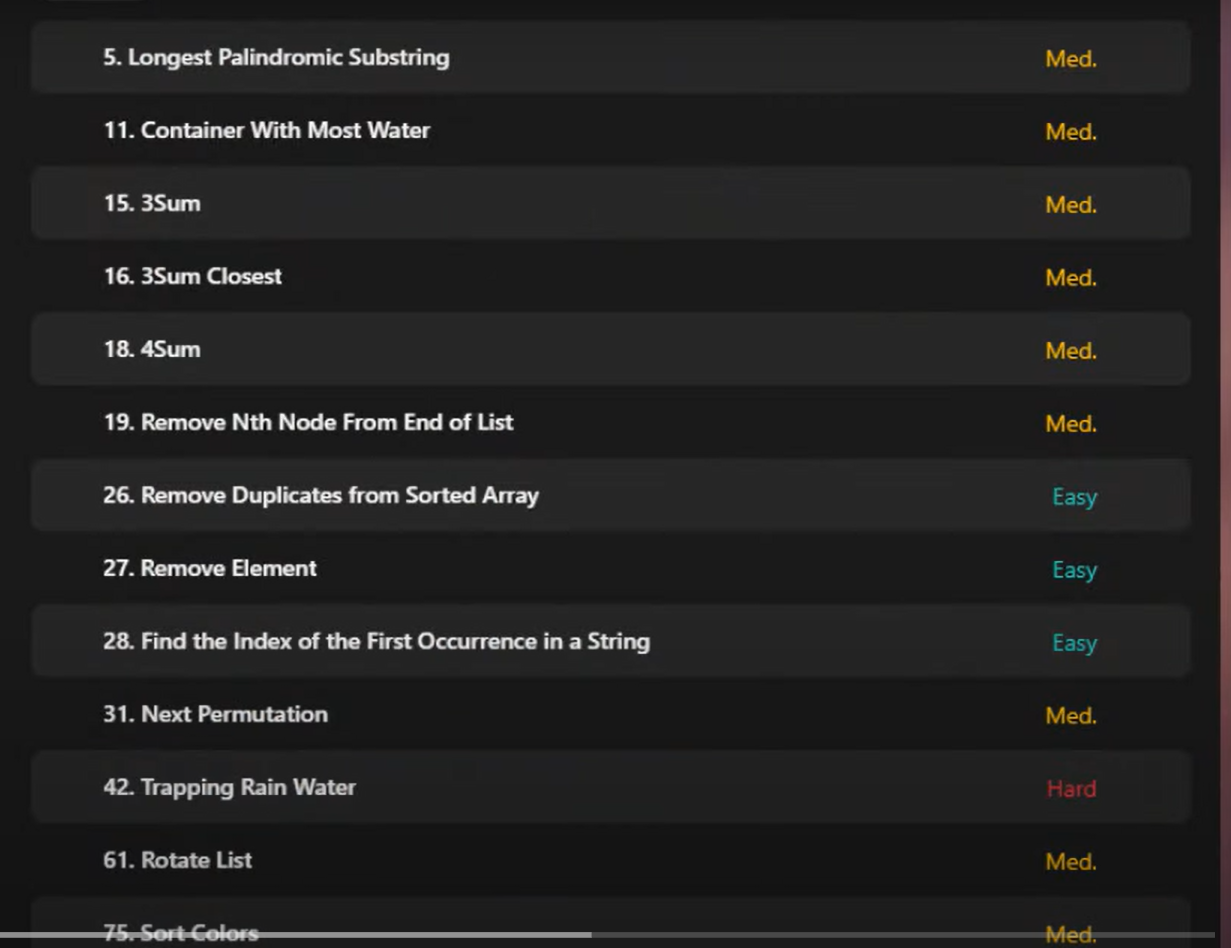
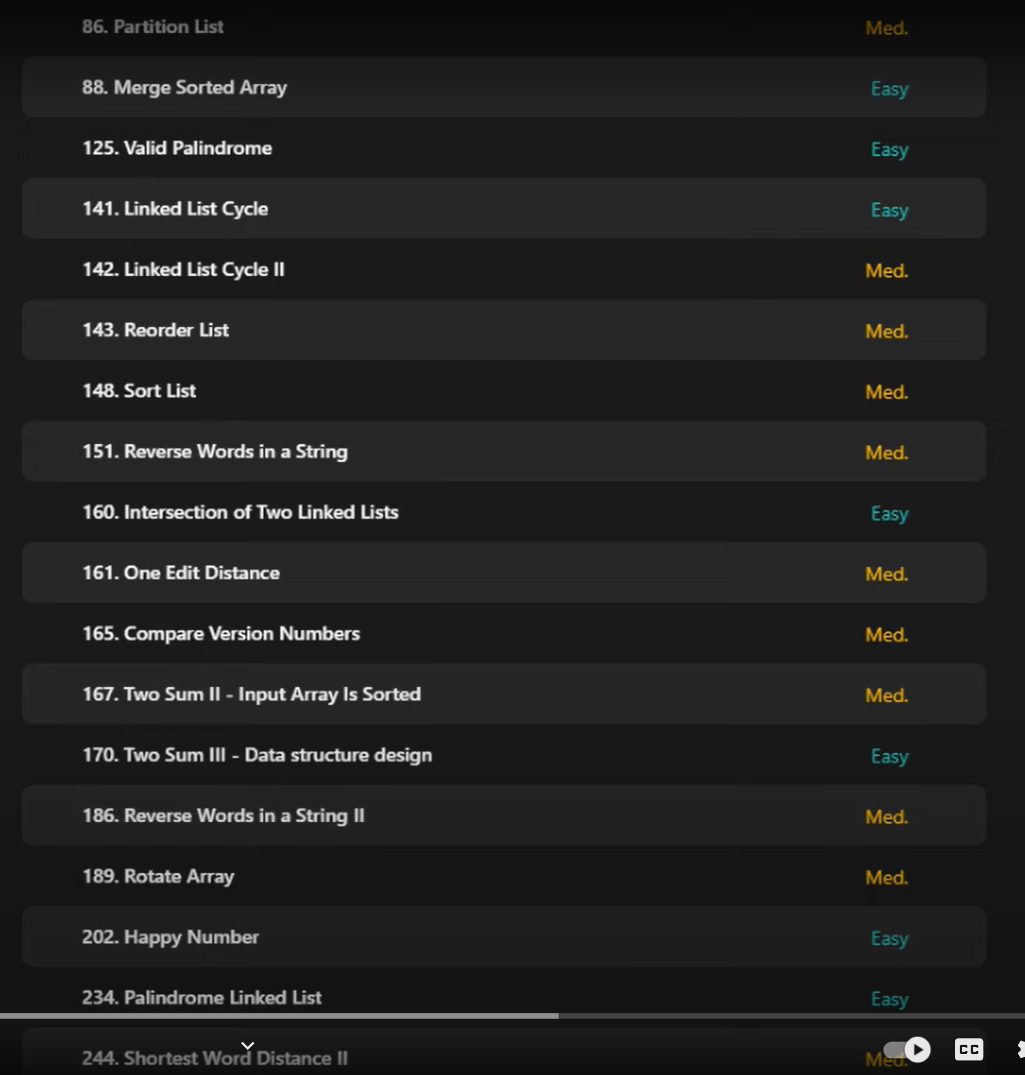
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1. **Sliding Window Technique**

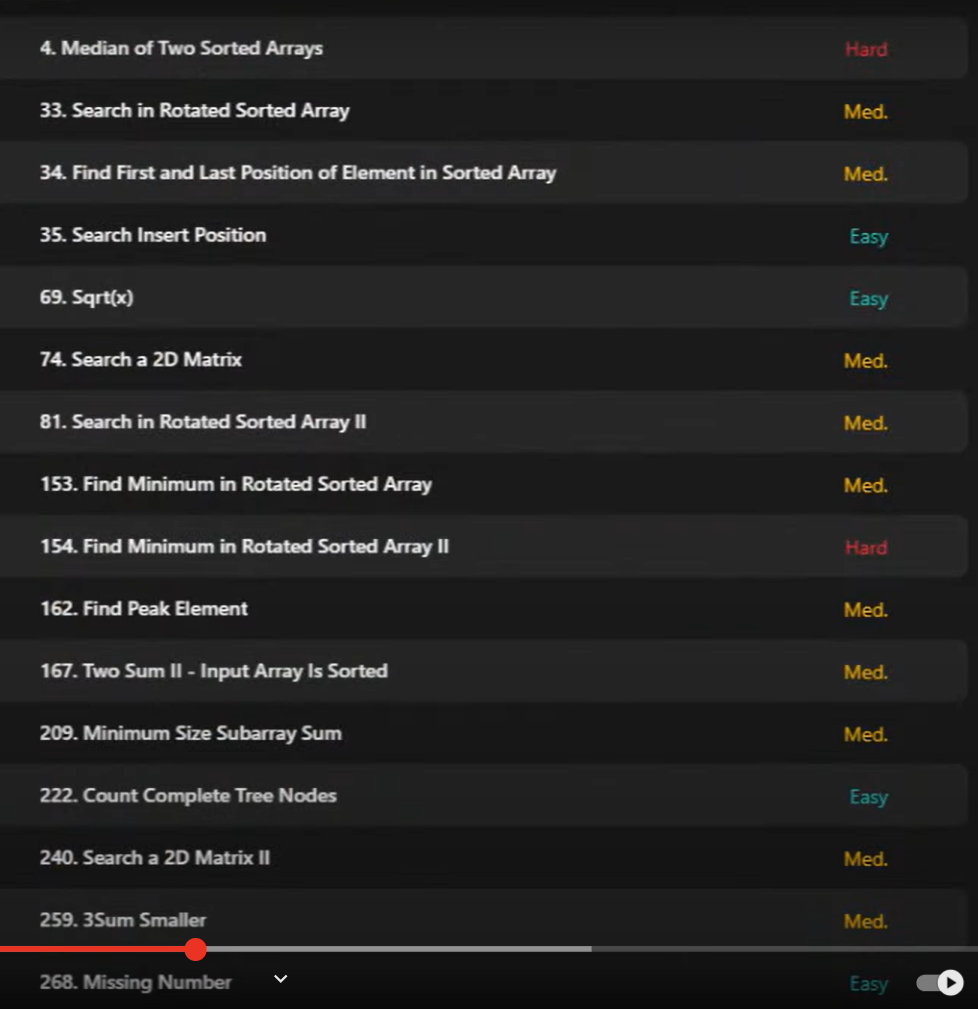


1. Two Pointers Algorithms –

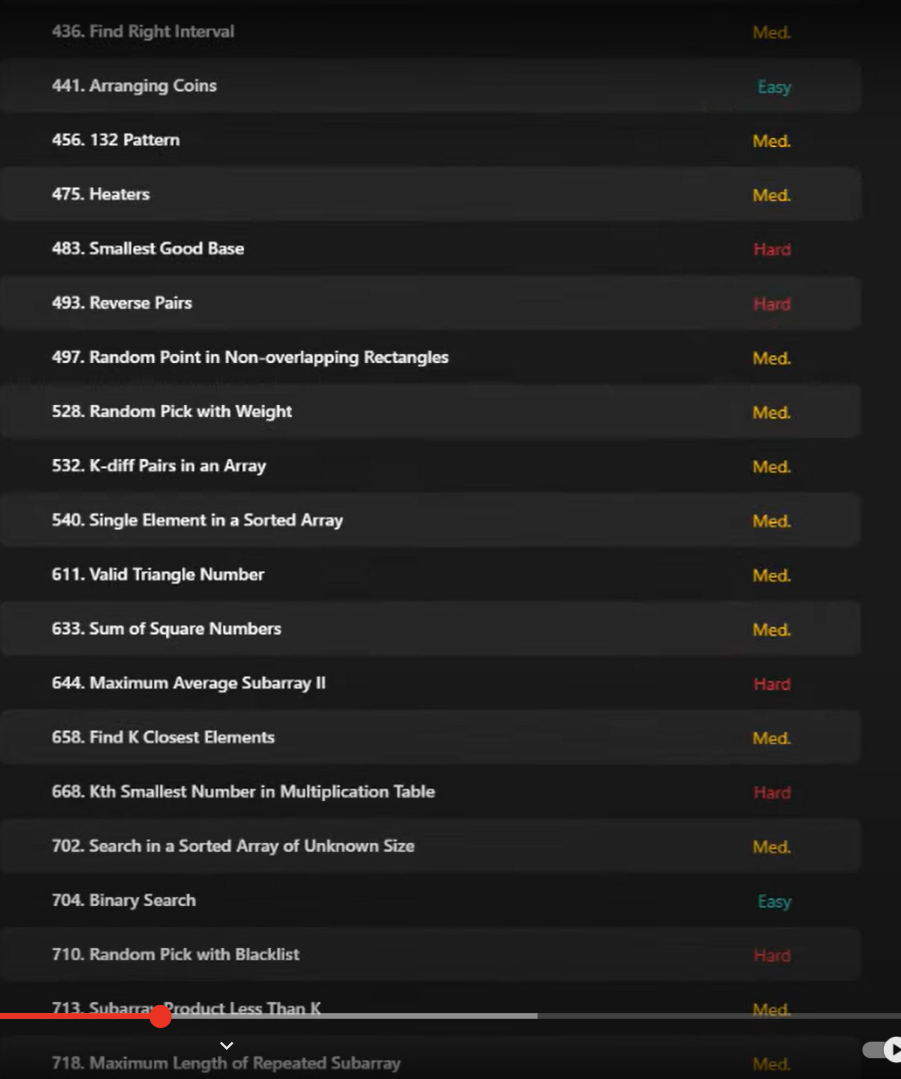


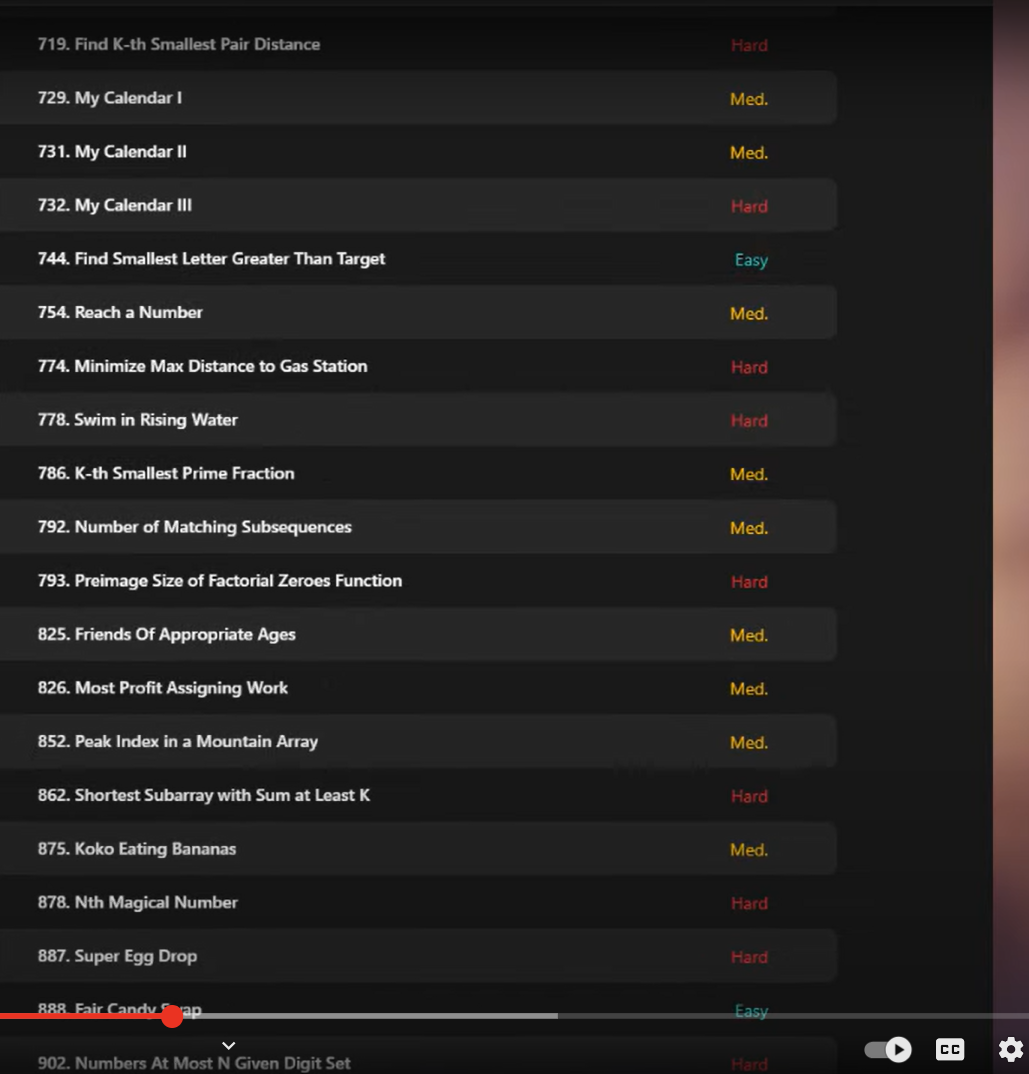


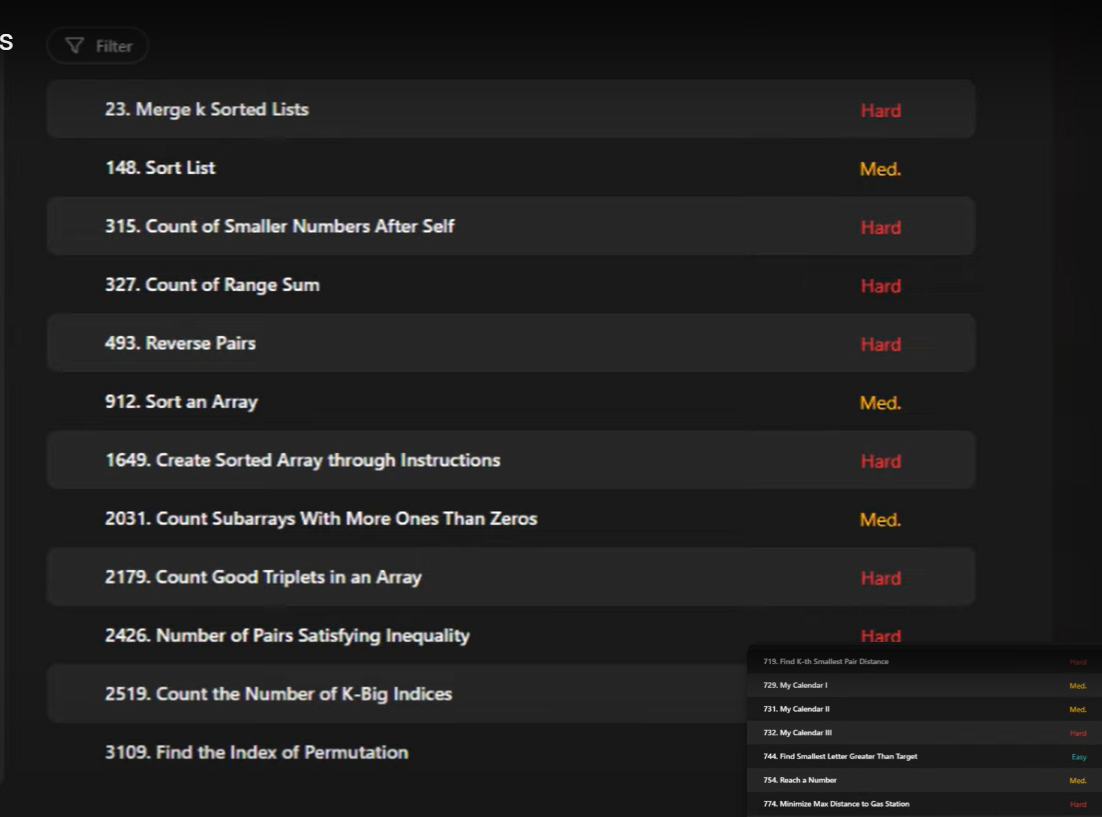
1. Divide & Conquer Algorithms –
2. 3.1) Binary Search –

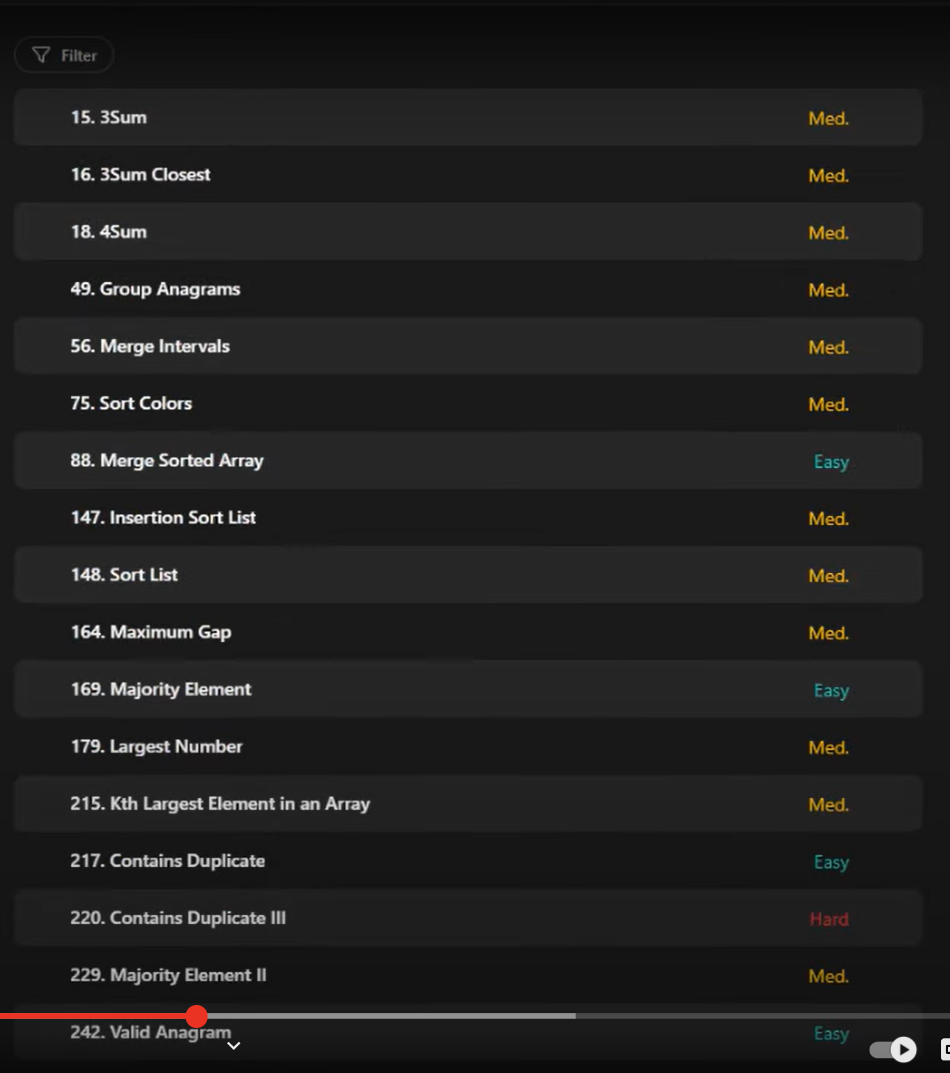




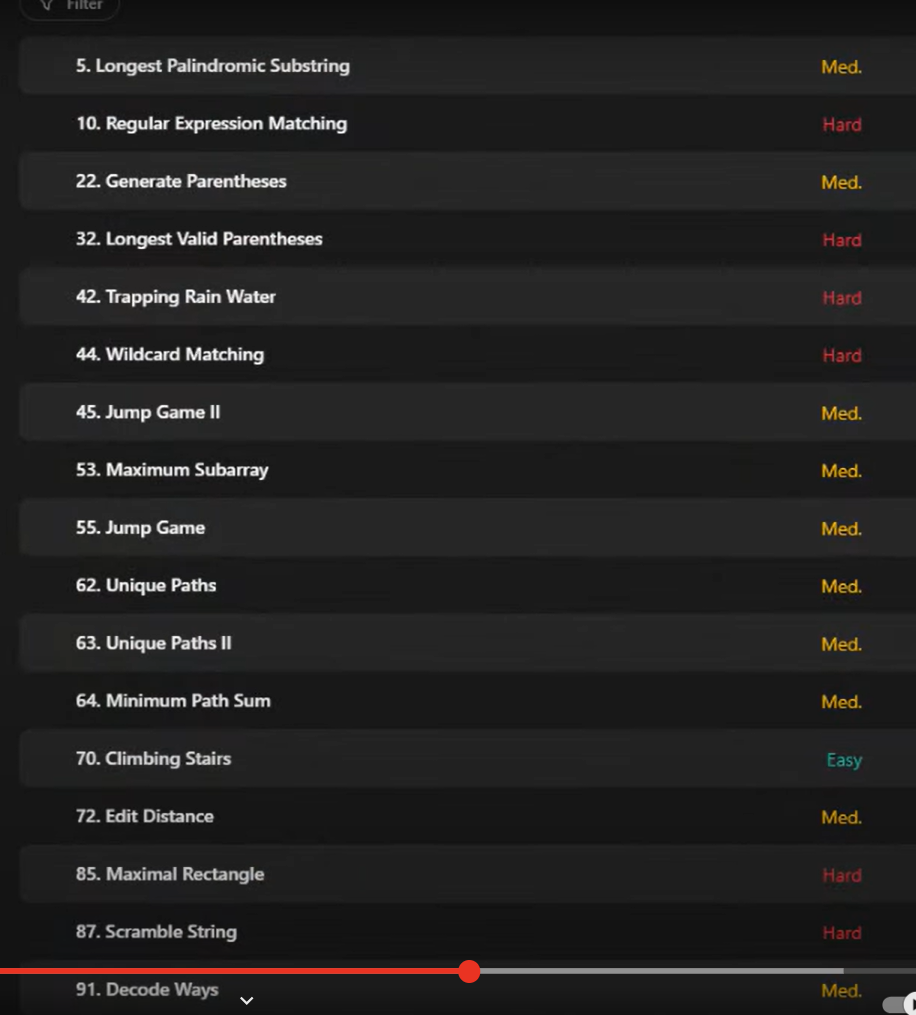




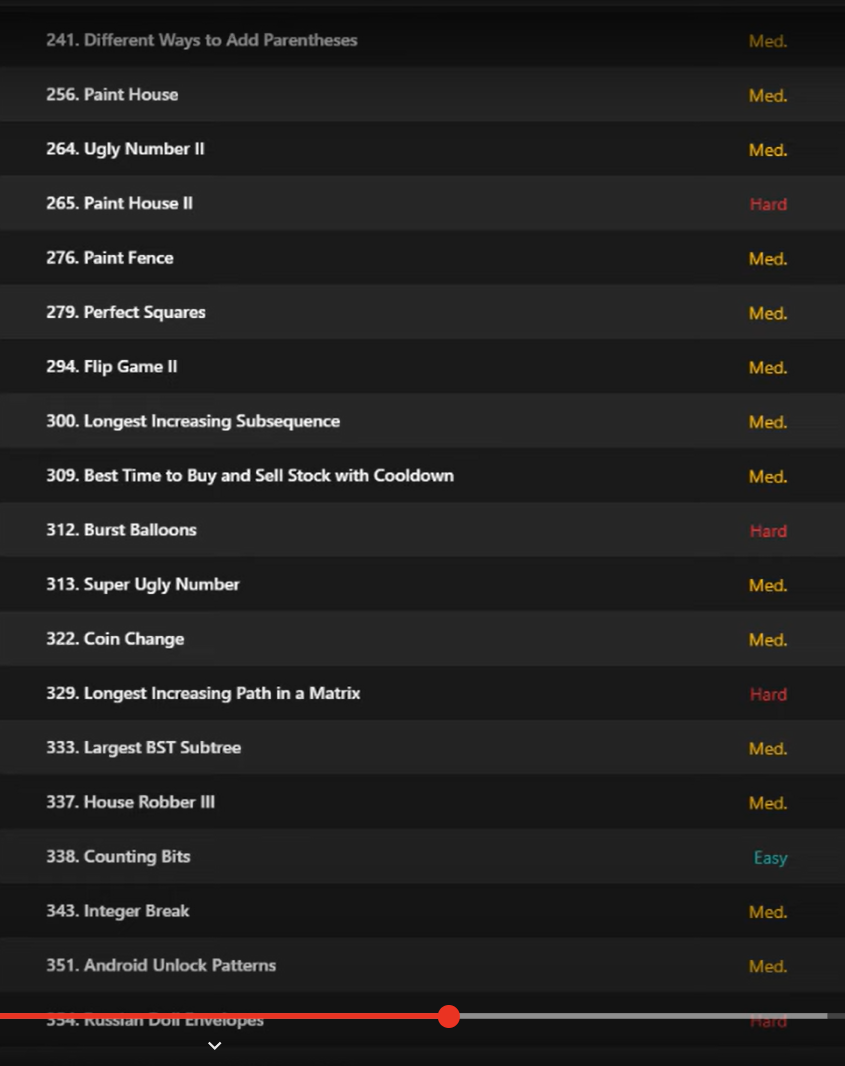




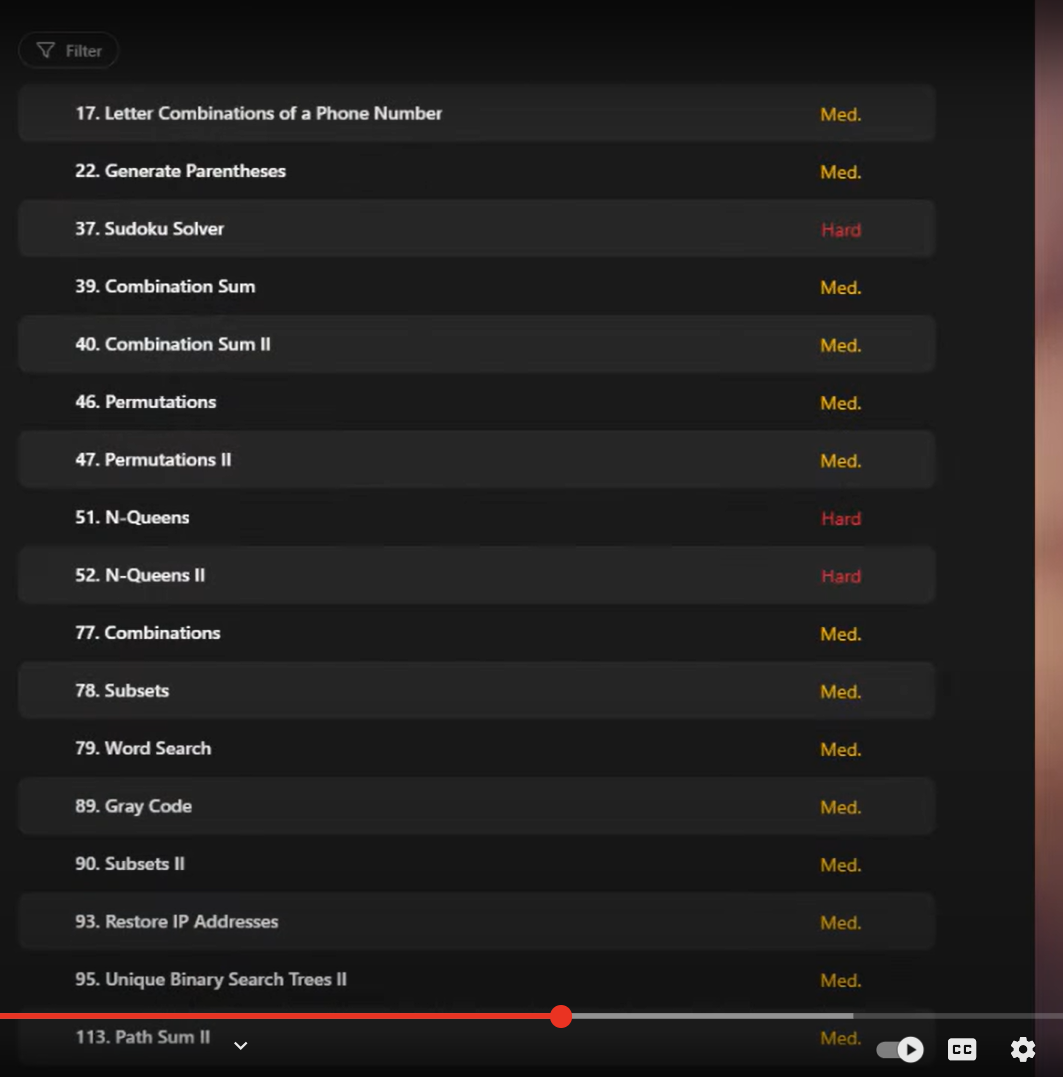
1. Dynamic Programming

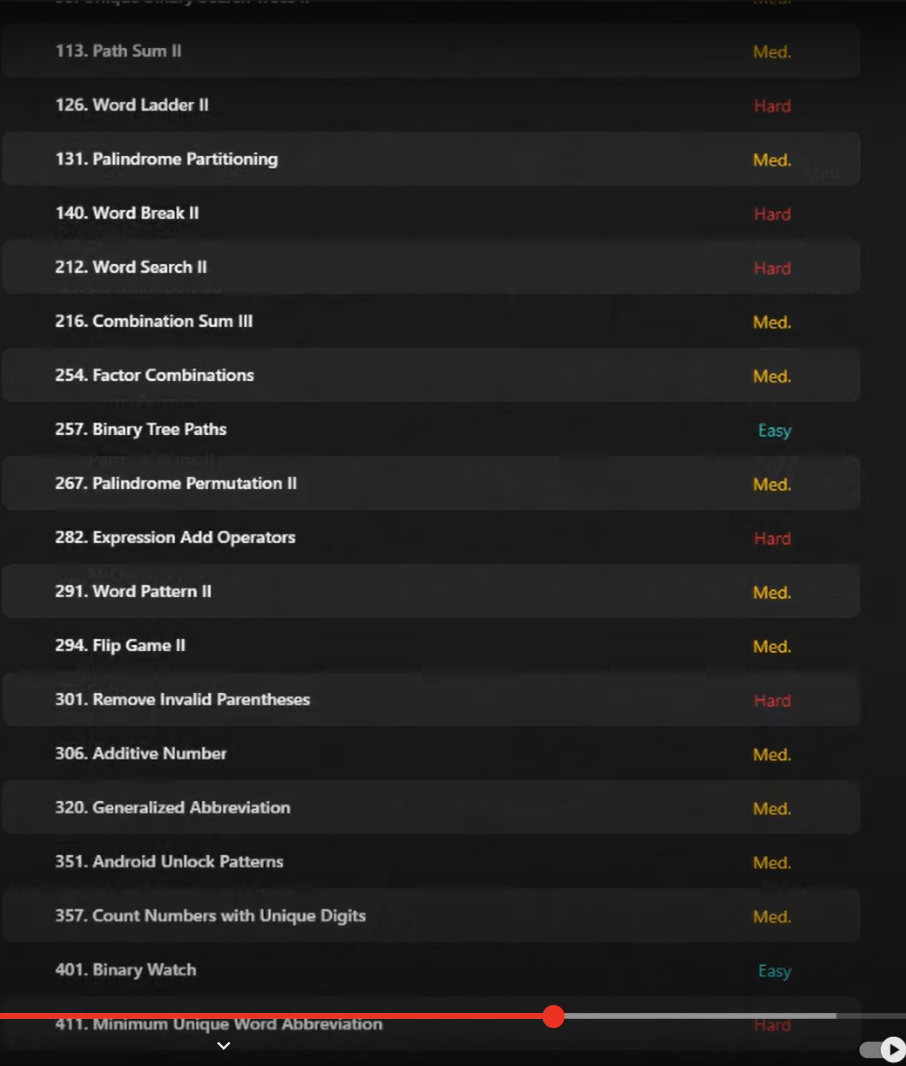


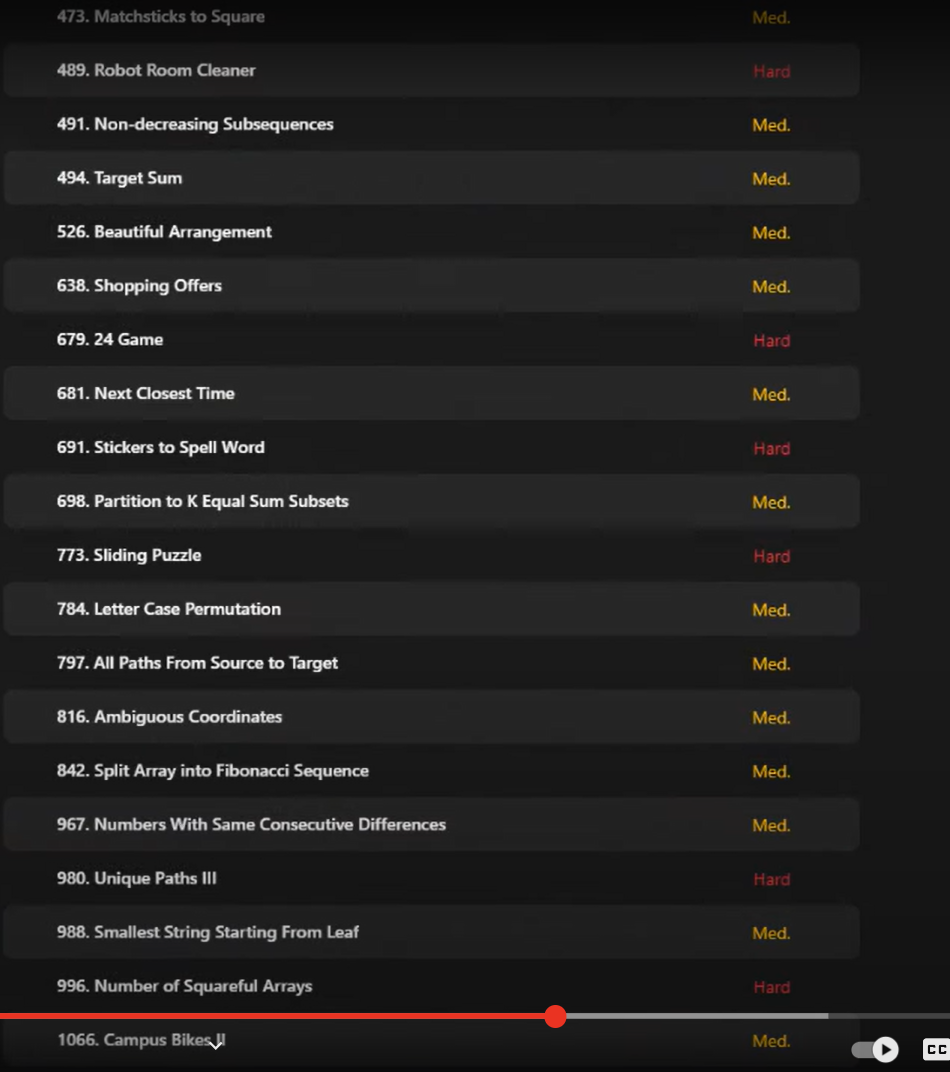




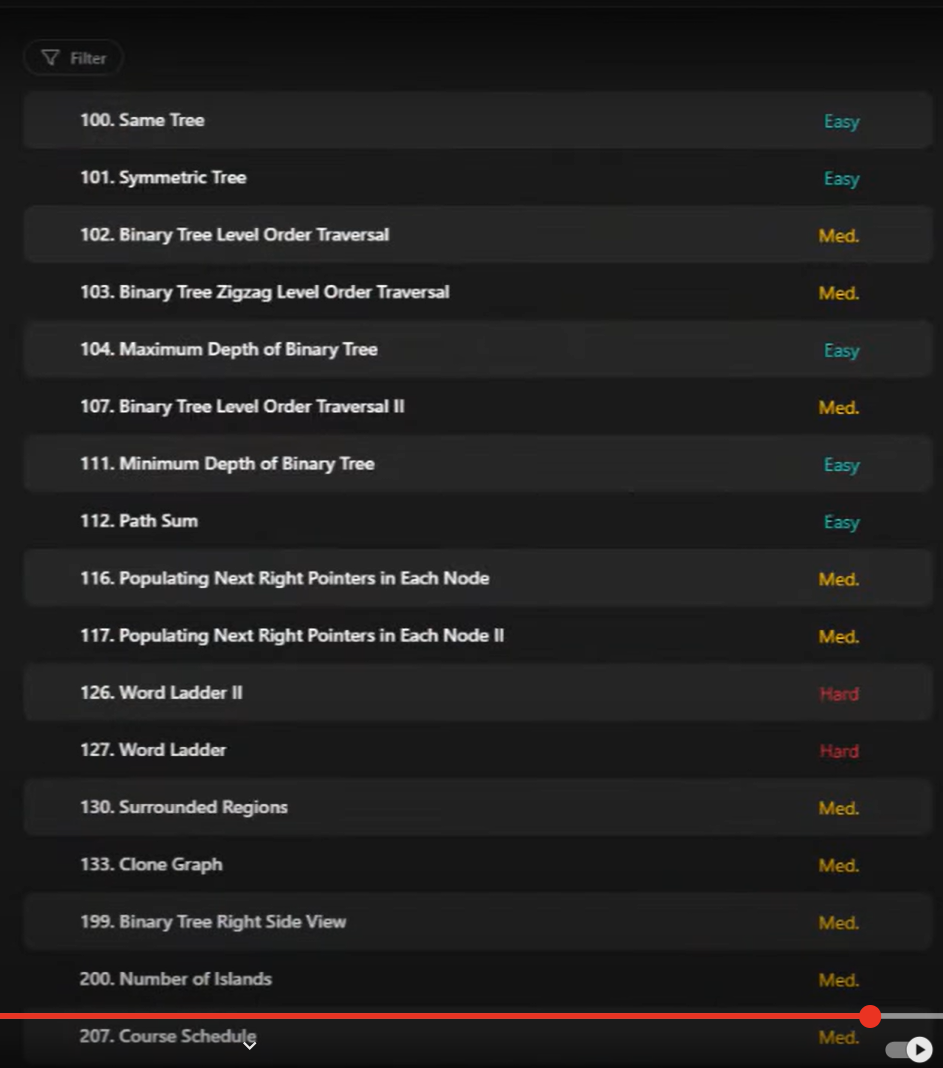
1. Backtracking –

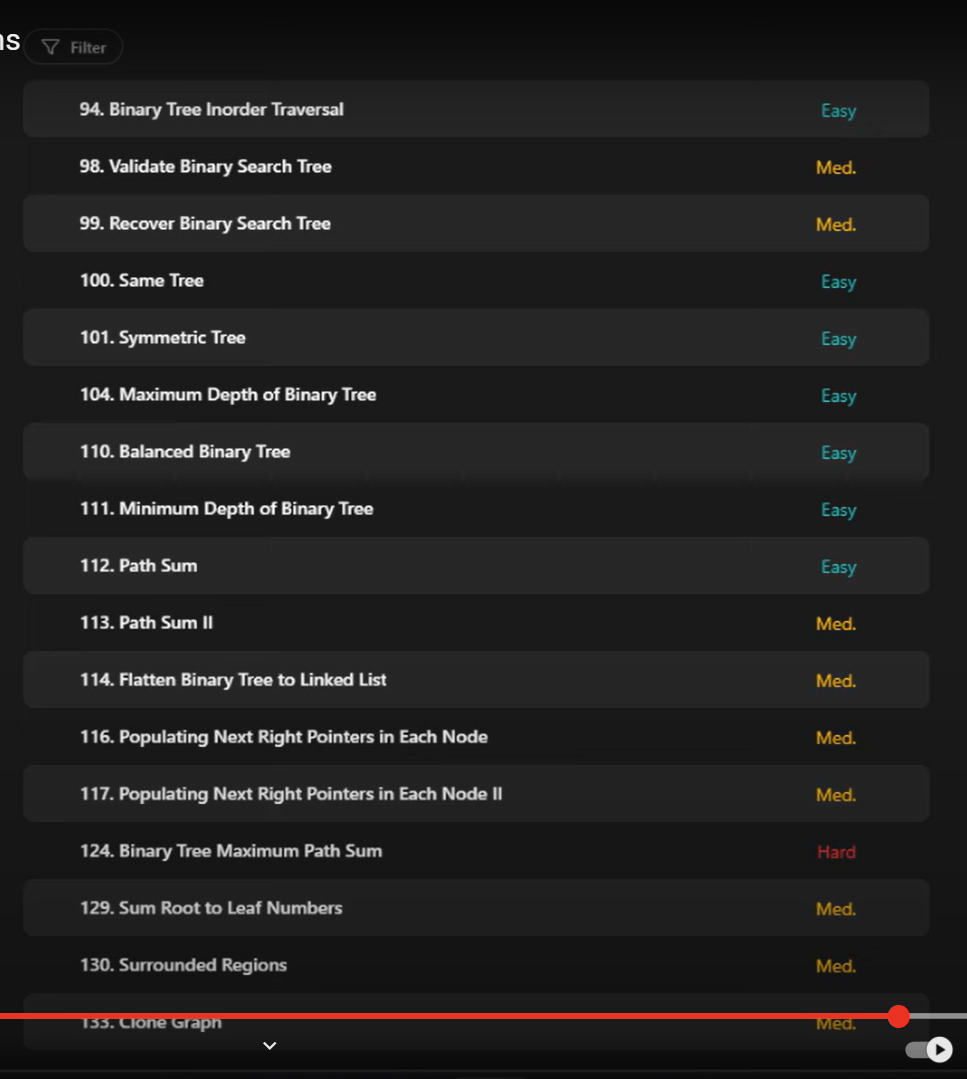






1. Greedy Algo –
2. BFS & DFS –





1. Priority Queue –