

**Union Find:**

1. <https://leetcode.com/problems/friend-circles/>
2. <https://leetcode.com/problems/redundant-connection/>
3. <https://leetcode.com/problems/most-stones-removed-with-same-row-or-column/>
4. <https://leetcode.com/problems/number-of-operations-to-make-network-connected/>
5. <https://leetcode.com/problems/satisfiability-of-equality-equations/>
6. <https://leetcode.com/problems/accounts-merge/>
7. <https://leetcode.com/problems/connecting-cities-with-minimum-cost/>

**DFS:**

DFS from boundary:

1. <https://leetcode.com/problems/surrounded-regions/>
2. <https://leetcode.com/problems/number-of-enclaves/>

Shortest time:

1. <https://leetcode.com/problems/time-needed-to-inform-all-employees/>

Islands Variants

1. <https://leetcode.com/problems/number-of-closed-islands/>
2. <https://leetcode.com/problems/number-of-islands/>
3. <https://leetcode.com/problems/keys-and-rooms/>
4. <https://leetcode.com/problems/max-area-of-island/>
5. <https://leetcode.com/problems/flood-fill/>
6. <https://leetcode.com/problems/coloring-a-border/>

Hash/DFS:

1. <https://leetcode.com/problems/employee-importance/>
2. <https://leetcode.com/problems/find-the-town-judge/>

Cycle Find:

1. <https://leetcode.com/problems/find-eventual-safe-states/>

**BFS:**

BFS for shortest path:

1. <https://leetcode.com/problems/01-matrix/>
2. <https://leetcode.com/problems/as-far-from-land-as-possible/>
3. <https://leetcode.com/problems/rotting-oranges/>
4. <https://leetcode.com/problems/shortest-path-in-binary-matrix/>

Graph coloring:

1. <https://leetcode.com/problems/possible-bipartition/>
2. <https://leetcode.com/problems/is-graph-bipartite/>

Topological Sort:

1. <https://leetcode.com/problems/course-schedule-ii/>

Shortest Path:

1. <https://leetcode.com/problems/network-delay-time/>
2. <https://leetcode.com/problems/find-the-city-with-the-smallest-number-of-neighbors-at-a-threshold-distance/>
3. <https://leetcode.com/problems/cheapest-flights-within-k-stops/>