adhoc greedy data-structure

recursion backtrack memorization bitmask

bottom-up top-down

dp-with-ds matrix-exp sweep-line convex-hull-trick sos dp-on-tree HLD

bSearch tSearch twoPointers

BIT ST Lazy-ST Dynamic-ST Sparse-Table

DFS BFS Dijkstra Floyed DSU LCA Bridges 01BFS Multisource MST SCC Graph-Matching Max-Flow DSU-on-tree

mods fast-power sieve factorizing elementary-math

number-theory counting game-theory Grundy-Game ExpVal Inclusion-Exclusion geometry

KMP Trie Hashing Suffix-Array

FFT

SQRT-Decomposition Mo's