<https://docs.google.com/document/d/1wUCqhVHydWiDk6FJdFLSMpgigNrGcs4OFZg0Wa7JGEw/edit#heading=h.qg7xbkkowf3z>

Data Structure - LLDs -( 1 Week )

[List of data structures](https://en.wikipedia.org/wiki/List_of_data_structures)

* Lists
* [Design Linked List](https://leetcode.com/problems/design-linked-list/) (solved)
* [Design Skiplist](https://leetcode.com/problems/design-skiplist/) - hard
* Stacks
* [Implement Stack using Queues](https://leetcode.com/problems/implement-stack-using-queues/) (solved)
* [Design a Stack With Increment Operation](https://leetcode.com/problems/design-a-stack-with-increment-operation/) (solved)
* [LRU Cache](https://leetcode.com/problems/lru-cache/) (Solved)
* [Min Stack](https://leetcode.com/problems/min-stack/) (Solved)
* [Max Stack](https://leetcode.com/problems/max-stack/) (Solved)
* [Dinner Plate Stacks](https://leetcode.com/problems/dinner-plate-stacks/) - hard
* [Implement Queue using Stacks](https://leetcode.com/problems/implement-queue-using-stacks/) (solved)
* Queue
* [Design Circular Queue](https://leetcode.com/problems/design-circular-queue/) (solved)
* Hashtable
* [Design HashMap](https://leetcode.com/problems/design-hashmap/) (solved)
* [Design HashSet](https://leetcode.com/problems/design-hashset/) (solved)
* BST
* [Binary Search Tree Iterator](https://leetcode.com/problems/binary-search-tree-iterator/) (solved)
* [Serialize and Deserialize BST](https://leetcode.com/problems/serialize-and-deserialize-bst/)
* Red Black Tree
* [Find Median from Data Stream](https://leetcode.com/problems/find-median-from-data-stream/) - hard
* [Count of Range Sum](https://leetcode.com/problems/count-of-range-sum/) - hard
* Heaps
* [Design Twitter](https://leetcode.com/problems/design-twitter/) (solved)
* [Kth Largest Element in a Stream](https://leetcode.com/problems/kth-largest-element-in-a-stream/) (solved)
* Fibonacci Heaps
* [Fibonacci Heaps](https://www.cs.princeton.edu/~wayne/teaching/fibonacci-heap.pdf) (todo)
* Disjoint Sets
* [Review of two popular approaches, Disjoint Sets and DFS](https://leetcode.com/problems/most-stones-removed-with-same-row-or-column/discuss/393127/review-of-two-popular-approaches-disjoint-sets-and-dfs-including-optimizations-java-centric) (reviewed)
* Tries (PrefixTree, suffixTree)
* [Implement Trie (Prefix Tree)](https://leetcode.com/problems/implement-trie-prefix-tree/) (solved)
* [Add and Search Word - Data structure design](https://leetcode.com/problems/add-and-search-word-data-structure-design/)
* Interval Trees/Segment Tree (read, but further clarification is required)
* [Lazy Dynamic Segment Tree - A general template](https://leetcode.com/problems/my-calendar-iii/discuss/288928/Lazy-Dynamic-Segment-Tree-A-general-template)
* [A Recursive approach to Segment Trees, Range Sum Queries HYPERLINK "https://leetcode.com/articles/a-recursive-approach-to-segment-trees-range-sum-queries-lazy-propagation/" HYPERLINK "https://leetcode.com/articles/a-recursive-approach-to-segment-trees-range-sum-queries-lazy-propagation/"](https://leetcode.com/articles/a-recursive-approach-to-segment-trees-range-sum-queries-lazy-propagation/)
* Other Tree Data Structures(Graphs)
* [Serialize and Deserialize N-ary Tree](https://leetcode.com/problems/serialize-and-deserialize-n-ary-tree/) - hard
* [Encode N-ary Tree to Binary Tree](https://leetcode.com/problems/encode-n-ary-tree-to-binary-tree/) - hard

Algorithms - Analysis Time and Space - ( 3 Weeks )

* Sorting **- 2 Days**
* Selection Sort - [Merge Sorted Array](https://leetcode.com/problems/merge-sorted-array/) (Solved)
* Bubble Sort - [Sort Colors](https://leetcode.com/problems/sort-colors/) (solved)
* Insertion Sort - [Insertion Sort List](https://leetcode.com/problems/insertion-sort-list/) (solved)
* Merge Sort - [Sort an Array](https://leetcode.com/problems/sort-an-array/)
* Quick Sort
* [Kth Largest Element in an Array](https://leetcode.com/problems/kth-largest-element-in-an-array/) (solved)
* [K Closest Points to Origin](https://leetcode.com/problems/k-closest-points-to-origin/)
* Counting Sort - [Relative Sort Array](https://leetcode.com/problems/relative-sort-array/) (solved)
* Tree sort - [Convert Sorted List to Binary Search Tree](https://leetcode.com/problems/convert-sorted-list-to-binary-search-tree/)
* Bucket Sort - [Top K Frequent Elements](https://leetcode.com/problems/top-k-frequent-elements/) (solved)
* Radix Sort - [Maximum Gap](https://leetcode.com/problems/maximum-gap/) - Hard
* Topological sort - Covered in Graphs
* Divide-and-Conquer **- 2 Days**
* The maximum-subarray problem - [Maximum Subarray](https://leetcode.com/problems/maximum-subarray/) (solved)
* Strassen’s algorithm for matrix multiplication - [Divide and Conquer | Set 5 (Strassen HYPERLINK "https://www.geeksforgeeks.org/strassens-matrix-multiplication/" HYPERLINK "https://www.geeksforgeeks.org/strassens-matrix-multiplication/" HYPERLINK "https://www.geeksforgeeks.org/strassens-matrix-multiplication/" HYPERLINK "https://www.geeksforgeeks.org/strassens-matrix-multiplication/"](https://www.geeksforgeeks.org/strassens-matrix-multiplication/)read)
* The substitution method for solving recurrences
* The recursion-tree method for solving recurrences
* The master method for solving recurrences
* Dynamic Programming **- 2 Days**
* Rod cutting - [Integer Break](https://leetcode.com/problems/integer-break/)
* [Dynamic Programming for the confused : Rod cutting problem](https://medium.com/@pratikone/dynamic-programming-for-the-confused-rod-cutting-problem-588892796840)
* Matrix-chain multiplication - [Burst Balloons](https://leetcode.com/problems/burst-balloons/) - hard
* Elements of dynamic programming
* Longest common subsequence - [Longest Common Subsequence](https://leetcode.com/problems/longest-common-subsequence/)
* Optimal binary search trees
* [Unique Binary Search Trees](https://leetcode.com/problems/unique-binary-search-trees/)
* [Unique Binary Search Trees II](https://leetcode.com/problems/unique-binary-search-trees-ii/)
* Greedy Algorithms **- 2 Days**
* An activity-selection problem - [Minimum Number of Arrows to Burst Balloons](https://leetcode.com/problems/minimum-number-of-arrows-to-burst-balloons/) (solved)
* Elements of the greedy strategy
* Huffman codes - [Construct Huffman Tree](https://leetcode.com/discuss/interview-question/125263/construct-huffman-tree/124125), [Google | Onsite | Software Engineer | Huffman Coding Algorithm](https://leetcode.com/discuss/interview-question/416316/google-onsite-software-engineer-huffman-coding-algorithm), [Minimum Cost Tree From Leaf Values](https://leetcode.com/problems/minimum-cost-tree-from-leaf-values/)
* Matroids and greedy methods - [Matroid intersection in simple words](https://codeforces.com/blog/entry/69287)
* A task-scheduling problem as a matroid - [Task Scheduler](https://leetcode.com/problems/task-scheduler/) (solved)
* Graph Algorithms **- 6 Days**

[Leetcode Pattern 1 | DFS + BFS == 25% of the problems](https://medium.com/leetcode-patterns/leetcode-pattern-2-dfs-bfs-25-of-the-problems-part-2-a5b269597f52) (read)

* [N-ary Tree Preorder Traversal](https://leetcode.com/problems/n-ary-tree-preorder-traversal/) (solved)
* [N-ary Tree Postorder Traversal](https://leetcode.com/problems/n-ary-tree-postorder-traversal/) (solved)
* [N-ary Tree Level Order Traversal](https://leetcode.com/problems/n-ary-tree-level-order-traversal/) (solved)
* BFS
* [Binary Tree Level Order Traversal](https://leetcode.com/problems/binary-tree-level-order-traversal/) (solved)
* [Binary Tree Level Order Traversal II](https://leetcode.com/problems/binary-tree-level-order-traversal-ii/) (solved)
* [Web Crawler Multithreaded](https://leetcode.com/problems/web-crawler-multithreaded/)
* [Web Crawler](https://leetcode.com/problems/web-crawler/) (solved)
* [Cut Off Trees for Golf Event](https://leetcode.com/problems/cut-off-trees-for-golf-event/) - hard
* [Course Schedule](https://leetcode.com/problems/course-schedule/) (solved)
* DFS
* [Binary Tree Postorder Traversal](https://leetcode.com/problems/binary-tree-postorder-traversal/) (solved)
* [Binary Tree Preorder Traversal](https://leetcode.com/problems/binary-tree-preorder-traversal/) (solved)
* [Binary Tree Inorder Traversal](https://leetcode.com/problems/binary-tree-inorder-traversal/) (solved)
* [Is Graph Bipartite?](https://leetcode.com/problems/is-graph-bipartite/)
* [Remove Invalid Parentheses](https://leetcode.com/problems/remove-invalid-parentheses/) - hard
* [Construct Binary Tree from Preorder and Inorder Traversal](https://leetcode.com/problems/construct-binary-tree-from-preorder-and-inorder-traversal/) (solved)
* Topological Sort - [Topological Sort](https://leetcode.com/tag/topological-sort/)
* Strongly Connected Components - SCC - [Course Schedule](https://leetcode.com/problems/course-schedule/) (solved), [Facebook | Minimum number of people to spread a message](https://leetcode.com/discuss/interview-question/124827/Find-minimum-number-of-people-to-reach-to-spread-a-message-across-all-people-in-twitter/), [Airbnb | Cover all vertices with the least number of vertices](https://leetcode.com/discuss/interview-question/algorithms/124861/airbnb-cover-all-vertices-with-the-least-number-of-vertices), [Critical Connections in a Network](https://leetcode.com/problems/critical-connections-in-a-network/)
* Minimum spanning Tree - Prim's Algorithm vs Kruskal's algorithms: [https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"& HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s" HYPERLINK "https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s"t=10s](https://www.youtube.com/watch?v=4ZlRH0eK-qQ&t=10s)
* [Cheapest Flights Within K Stops](https://leetcode.com/problems/cheapest-flights-within-k-stops/)
* [Minimum Height Trees](https://leetcode.com/problems/minimum-height-trees/)
* [Number of Operations to Make Network Connected](https://leetcode.com/problems/number-of-operations-to-make-network-connected/)
* [Connecting Cities With Minimum Cost](https://leetcode.com/problems/connecting-cities-with-minimum-cost/)
* Shortest Path Algos -
* Bellman-Ford - [Network Delay Time](https://leetcode.com/problems/network-delay-time/) (solved) <https://leetcode.com/problems/get-watched-videos-by-your-friends/>
* Dijkstra’s algorithm
* [Reachable Nodes In Subdivided Graph](https://leetcode.com/problems/reachable-nodes-in-subdivided-graph/) - hard
* [Shortest Path Visiting All Nodes](https://leetcode.com/problems/shortest-path-visiting-all-nodes/) - hard
* Floyd-Warshall
* [Find the City With the Smallest Number of Neighbors at a Threshold Distance](https://leetcode.com/problems/find-the-city-with-the-smallest-number-of-neighbors-at-a-threshold-distance/)
* [Evaluate Division](https://leetcode.com/problems/evaluate-division/)
* Johnson’s algorithm
* [All-pairs shortest paths - Johnson HYPERLINK "https://massivealgorithms.blogspot.com/2014/09/johnsons-algorithm-for-all-pairs.html" HYPERLINK "https://massivealgorithms.blogspot.com/2014/09/johnsons-algorithm-for-all-pairs.html" HYPERLINK "https://massivealgorithms.blogspot.com/2014/09/johnsons-algorithm-for-all-pairs.html" HYPERLINK "https://massivealgorithms.blogspot.com/2014/09/johnsons-algorithm-for-all-pairs.html"](https://massivealgorithms.blogspot.com/2014/09/johnsons-algorithm-for-all-pairs.html)
* The Ford-Fulkerson method
* [Google | Onsite | Network flow for the matrix with given row and column sums](https://leetcode.com/discuss/interview-question/337344/Google-or-Onsite-or-Network-flow-for-the-matrix-with-given-row-and-column-sums)
* [Ford-Fulkerson Algorithm for Maximum Flow Problem](https://www.geeksforgeeks.org/ford-fulkerson-algorithm-for-maximum-flow-problem/)
* Number-Theoretic Algorithms **- 2 Days**
* The Chinese remainder theorem - [Check If It Is a Good Array](https://leetcode.com/problems/check-if-it-is-a-good-array/) - hard
* Greatest common divisor
* [Greatest Common Divisor of Strings](https://leetcode.com/problems/greatest-common-divisor-of-strings/) (solved)
* [X of a Kind in a Deck of Cards](https://leetcode.com/problems/x-of-a-kind-in-a-deck-of-cards/) (solved)
* [Google | OA Summer Intern 2020 | Greatest Common Divisor](https://leetcode.com/discuss/interview-question/396996/google-oa-summer-intern-2020-greatest-common-divisor) (read)
* Powers of an element
* [Pow(x, n)](https://leetcode.com/problems/powx-n/) - solved
* [Sort Integers by The Power Value](https://leetcode.com/problems/sort-integers-by-the-power-value/)
* The RSA public-key cryptosystem
* [Keys and Rooms](https://leetcode.com/problems/keys-and-rooms/)
* [Shortest Path to Get All Keys](https://leetcode.com/problems/shortest-path-to-get-all-keys/) - hard
* Integer factorization
* [Largest Component Size by Common Factor](https://leetcode.com/problems/largest-component-size-by-common-factor/) - hard
* [Minimum Factorization](https://leetcode.com/articles/minimum-factorization/)
* [2 Keys Keyboard](https://leetcode.com/problems/2-keys-keyboard/)
* [Bulb Switcher](https://leetcode.com/problems/bulb-switcher/)
* String Matching - **2 Day**
* The Rabin-Karp algorithm
* [Implement strStr()](https://leetcode.com/problems/implement-strstr/) (SOLVED)
* [Binary String With Substrings Representing 1 To N](https://leetcode.com/problems/binary-string-with-substrings-representing-1-to-n/)
* [Shortest Palindrome](https://leetcode.com/problems/shortest-palindrome/) - hard
* [Find All Anagrams in a String](https://leetcode.com/problems/find-all-anagrams-in-a-string/) (solved)
* String matching with finite automata
* The Knuth-Morris-Pratt algorithm
* [Shortest Palindrome](https://leetcode.com/problems/shortest-palindrome/) - hard
* [Rotate String](https://leetcode.com/problems/rotate-string/) (solved)
* [KMP Algorithm for Pattern Searching](https://www.geeksforgeeks.org/kmp-algorithm-for-pattern-searching/)
* Approximation Algorithms **- 3 Days**
* The vertex-cover problem
* [Binary Tree Cameras](https://leetcode.com/problems/binary-tree-cameras/)
* [Vertex Cover Problem-2](https://www.geeksforgeeks.org/vertex-cover-problem-set-2-dynamic-programming-solution-tree/)
* [Vertex Cover Problem](https://www.geeksforgeeks.org/vertex-cover-problem-set-1-introduction-approximate-algorithm-2/)
* The traveling-salesman problem [Find the Shortest Superstring](https://leetcode.com/problems/find-the-shortest-superstring/)
* The set-covering problem
* [Video Stitching](https://leetcode.com/problems/video-stitching/)
* [Set Intersection Size At Least Two](https://leetcode.com/problems/set-intersection-size-at-least-two/)
* [Non-overlapping Intervals](https://leetcode.com/problems/non-overlapping-intervals/)
* Randomization and linear programming
* The subset-sum problem
* [Partition Equal Subset Sum](https://leetcode.com/problems/partition-equal-subset-sum/)
* [Partition to K Equal Sum Subsets](https://leetcode.com/problems/partition-to-k-equal-sum-subsets/)
* Randomized Algorithms **- 1 Day**
* Quick Sort
* Min Cut [Palindrome Partitioning II](https://leetcode.com/problems/palindrome-partitioning-ii/)

Concepts Problems and Maths - ( 1 Week )

* Matrix Operations
* Linear Programming
* Polynomials - DFT, FFT
* Computational Geometry
* Line-segment properties
* Determining whether any pair of segments intersects
* Finding the convex hull - [Erect the Fence](https://leetcode.com/problems/erect-the-fence/), [The Skyline Problem](https://leetcode.com/problems/the-skyline-problem/)
* Finding the closest pair of points - [K Closest Points to Origin](https://leetcode.com/problems/k-closest-points-to-origin/)
* GCD and LCM
* [X of a Kind in a Deck of Cards](https://leetcode.com/problems/x-of-a-kind-in-a-deck-of-cards/)
* [Greatest Common Divisor of Strings](https://leetcode.com/problems/greatest-common-divisor-of-strings/)
* [Nth Magical Number](https://leetcode.com/problems/nth-magical-number/)
* [Ugly Number III](https://leetcode.com/problems/ugly-number-iii/)
* Prime Factorization and Divisors
* [Largest Component Size by Common Factor](https://leetcode.com/problems/largest-component-size-by-common-factor/)
* [2 Keys Keyboard](https://leetcode.com/problems/2-keys-keyboard/)
* Fibonacci Numbers
* [Length of Longest Fibonacci Subsequence](https://leetcode.com/problems/length-of-longest-fibonacci-subsequence/)
* [Split Array into Fibonacci Sequence](https://leetcode.com/problems/split-array-into-fibonacci-sequence/)
* [Find the Minimum Number of Fibonacci Numbers Whose Sum Is K](https://leetcode.com/problems/find-the-minimum-number-of-fibonacci-numbers-whose-sum-is-k/)
* Catalan Numbers - [Unique Binary Search Trees](https://leetcode.com/problems/unique-binary-search-trees/)
* Modular Arithmetic
* Euler Totient Function
* nCr Computations
* Set Theory
* Factorial
* [Last Substring in Lexicographical Order](https://leetcode.com/problems/last-substring-in-lexicographical-order/)
* [Snakes and Ladders](https://leetcode.com/problems/snakes-and-ladders/)
* [Factor Combinations](https://leetcode.com/problems/factor-combinations/)
* [Path With Maximum Minimum Value](https://leetcode.com/problems/path-with-maximum-minimum-value/)
* [Number of Closed Islands](https://leetcode.com/problems/number-of-closed-islands/)
* Prime numbers and Primality Tests
* [Prime Arrangements](https://leetcode.com/problems/prime-arrangements/)
* [K-th Smallest Prime Fraction](https://leetcode.com/problems/k-th-smallest-prime-fraction/)
* Sieve Algorithms
* [Count Primes](https://leetcode.com/problems/count-primes/)
* Divisibility and Large Numbers
* Series
* Number Digit
* Triangles
* [Triangle](https://leetcode.com/problems/triangle/)
* [Valid Triangle Number](https://leetcode.com/problems/valid-triangle-number/)

Networks - ( 1 Week )

[Leetcode](https://leetcode.com/problemset/all/?search=network)

* Network Topology, OSI Architecture
* TCP/IP models
* TCP and UDP
* Firewall, DNS, Domains, workgroups
* Protocols i.e ICMP

OS - ( 1 week )

[Operating System Tutorial](https://www.guru99.com/operating-system-tutorial.html)  
[Shared Memory Systems](https://www.youtube.com/watch?v=uHtzOFwgD74)

* Cache
* Multithreading
* Producers-consumers problem
* Dining philosophers problem
* Cigarette smokers problem
* Readers–writers problem
* [Web Crawler Multithreaded](https://leetcode.com/problems/web-crawler-multithreaded/)
* Scheduling algorithms
* Deadlock
* Virtual Memory
* Mutex and semaphore
* Kernels
* Paging

Software Design Principles - ( 2 weeks )

[System Design Primer](https://github.com/donnemartin/system-design-primer)

[Start learning about Theory of Distributed Systems?](https://cs.stackexchange.com/questions/4793/start-learning-about-theory-of-distributed-systems)

[Challenges with distributed systems](https://aws.amazon.com/builders-library/challenges-with-distributed-systems/)

[**Microservices Design Guide HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8" HYPERLINK "https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8"**](https://medium.com/platform-engineer/microservices-design-guide-eca0b799a7e8)

[Cloud design patterns - Azure Architecture Center](https://docs.microsoft.com/en-gb/azure/architecture/patterns/)

[Design patterns for microservices | Azure Blog and Updates](https://azure.microsoft.com/en-us/blog/design-patterns-for-microservices/)

**TO READ:**

**Domain Driven Design (DDD) | Bounded Context (BC) | Polyglot Persistence (PP)| Command and Query Responsibility Segregation (CQRS) | Command Query Separation (CQS) | Event-Sourcing (ES) | CAP Theorem | Eventual Consistency | Twelve-Factor App | SOLID Principles |**

**Just some things to focus on.**

* Load balancer
* API gateway
* Microservices - Scale Cube Concept, MVC - READ
* Database Sharding
* SQL vs NoSQL - Cassandra, Postgres, Hadoop, Data lake, other algorithms related to data lake, CAP Theorem

Leadership Principles - LPs - ( 1 Week )

TO BE UPDATED

Resume and Miscellaneous

*#ADD WHATEVER YOU HAVE PUT IN RESUME*

* Algos you have mentioned
* Project work and related references to read
* Achievements and information about it

REFERENCES

Introduction to Algorithms - Cormen

Leetcode