MOST Common CelCode DSA Patterns

Solve Maximum problems!

- If input array is sorted then: Binary Search, Two Pointers.
- If asked for all permutations/subsets then : Backtracking.
- If given a Tree/Graph then:
 DFS & BFS.
- If given a linked list then:
 Two Pointers.

- If recursion is banned then:
 Stack, Queue.
- If must solve in-place then:
 - Swap corresponding values
- Store one or more different values in the same pointer.
 - If asked for maximum/minimum subarray/subset/options then:

 Dynamic programming

- If asked for top/least K items:
 Heap.
- If asked for common strings then:
 Map, Trie.
- Others:
 - Map/Set for O(1) time & O(n) space.
 - Sort input for O(nlogn) time and O(1) space.



Thanks

We missed something?

Connect with Achintya Gaumat for more such insights!