BST

MISC

* Factors(int) – HW2 Q3
* splitParity(lst) – HW2 Q5
* two\_sum(srt\_lst, target) – HW2 Q6
* findChange(lst) – HW2 Q7
* find\_dups(lst) – HW3 Q3
* postfix\_calc() – HW5 Q1
* permutations(lst)

DLL

* addFirst
* addLast
* insertAfter/Before
* Delete
* MergeTwo(srt\_lnk1, srt\_lnk2)
* valInLst
* Sum
* Integer() – hw6 q2
* CompactString() – hw6 q3
* Insert - done
* minMax - done
* valInTree - done
* bstCount - done
* In, Pre, Post - done
* Sum - done
* Height – done
* isBalanced – done

RECURSION

* Print tri/ruler – HW4 Q3
* HW4 q4-9
* Permuations(lst)
* Leaves\_lst() – hw7 q2
* deleteNode

STACK

* pop
* push
* top
* postfix eval
* create MaxStack() hw5 q2
* create MidStack() hw5 q3