

# DSA Sheet to Leetcode map

## Binary Search

- Find the Minimum length Unsorted Subarray, sorting which makes the array sorted(I do not know why this is in binary search) : [GFG](#) , [Leetcode](#)
- Maximum element in an array which is increasing and then decreasing: [GFG](#) , [Leetcode](#)
- Find the minimum element/(or search for an element) in a sorted and rotated array: [GFG](#) , [Leetcode](#)

## Divide And Conquer

- Maximum Subarray Sum(prefer kadane over divide and conquer): [GFG](#), [Leetcode](#)

## Arrays

- Sorted subsequence of size 3: [GFG](#) , [Leetcode](#)
- Smallest missing positive number : [GFG](#), [LeetCode](#)
- Search in sorted Matrix : [GFG](#), [LeetCode1](#), [LeetCode2](#)
- Construct Product Array without division operator: each element = product of elements in arr[] except arr[i] : [GFG](#), [LeetCode](#)
- Given binary 2D Matrix, for all cells as 0, set corresponding row and column as 0 : [LeetCode](#)
- Rotate Image by 90 degrees: [LeetCode](#)
- Find the Number Occurring Odd Number of Times: [LeetCode](#) [LeetCode](#)