**GENERAL NOTES**

**THINGS TO STUDY**

**Sorting**

* Sorting algorithms + time complexities
* Sorting ASCII characters

**Binary Search Trees**

* Recursive traversal + different ways to implement
* (int f\*)(int) parameter

**Graphs**

* Find neighbours / connections via. an adjacency matrix
* Find neighbours / connections via. an adjacency list
* Djistrak’s Algorithm
* Connected Components  
  (Sub-graphs that are connected. Non-connected = sub-graphs with no path connecting to each other)