100 Common Algorithms for Competitive Job Exams

Basic Number Algorithms (Easy)

- 1. Reverse a Number
- 2. Check Even or Odd
- 3. Find Largest of Three Numbers
- 4. Swap Two Numbers
- 5. Sum of Digits of a Number
- 6. Count Digits in a Number
- 7. Check Positive or Negative
- 8. Check if Number is Prime
- 9. Find Prime Numbers in a Range
- 10. Check Armstrong Number
- 11. Check Perfect Number
- 12. Check Palindrome Number
- 13. Sum of First N Natural Numbers
- 14. Sum of Even/Odd Numbers
- 15. Factorial of a Number (using loop)
- 16. Find Factors of a Number
- 17. Find GCD of Two Numbers
- 18. Find LCM of Two Numbers
- 19. Power of a Number (using loop)
- 20. Print N Prime Numbers

Intermediate Number Problems

- 1. Armstrong Numbers in a Range
- 2. Perfect Numbers in a Range
- 3. Palindrome Numbers in a Range
- 4. Convert Decimal to Binary
- 5. Convert Binary to Decimal
- 6. Count Prime Digits
- 7. Find First and Last Digit
- 8. Remove Last Digit
- 9. Find Middle Digit
- 10. Replace a Digit
- 11. Check Automorphic Number
- 12. Check Strong Number
- 13. Sum of Series (1 + 2 + 3...)
- 14. Print All Divisors of a Number
- 15. Check Harshad (Niven) Number
- 16. Check Magic Number
- 17. Find HCF using Euclidean Algorithm
- 18. Reverse Bits of a Number
- 19. Sum of Alternate Digits
- 20. Count Even and Odd Digits

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Loop and Logic-Based Programs

- 1. Multiplication Table
- 2. Fibonacci Series (Iterative)
- 3. Fibonacci Series (Recursive)
- 4. Count Frequency of a Digit
- 5. Print Digits in Reverse Order
- 6. Sum of Series (1 + 1/2 + 1/3...)
- 7. Calculate Power (using loop)
- 8. Check Number is Power of 2
- 9. Count Number of Set Bits
- 10. Generate a Random Number

Pattern Programs

- 1. Star Pattern Right Triangle
- 2. Star Pattern Inverted Triangle
- 3. Number Pyramid
- 4. Floyds Triangle
- 5. Pascals Triangle
- 6. Diamond Star Pattern
- 7. Hollow Square Pattern
- 8. Zigzag Pattern
- 9. Left-Right Aligned Number Triangle
- 10. Butterfly Pattern

Math & Conversion

- 1. Square Root of a Number
- 2. Cube Root of a Number
- 3. Round-off a Floating Number
- 4. Calculate Area of Circle
- 5. Calculate Area of Triangle
- 6. Convert Celsius to Fahrenheit
- 7. Convert Fahrenheit to Celsius
- 8. Convert Minutes to Hours
- 9. Convert Time to Seconds
- 10. Calculate Simple Interest

Searching Algorithms

- 1. Linear Search
- 2. Binary Search (Iterative)
- 3. Binary Search (Recursive)
- 4. Ternary Search
- 5. Jump Search

Sorting Algorithms

1. Bubble Sort

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- 2. Selection Sort
- 3. Insertion Sort
- 4. Merge Sort
- 5. Quick Sort
- 6. Counting Sort
- 7. Radix Sort
- 8. Heap Sort

Dynamic Programming (Easy to Medium)

- 1. Fibonacci using DP
- 2. Factorial using Memoization
- 3. Longest Common Subsequence
- 4. Longest Increasing Subsequence
- 5. 0/1 Knapsack Problem
- 6. Coin Change Problem
- 7. Subset Sum Problem

Graph Algorithms

- 1. BFS (Breadth First Search)
- 2. DFS (Depth First Search)
- 3. Dijkstras Algorithm
- 4. Topological Sort
- 5. Union-Find (Disjoint Set Union)

Divide and Conquer

- 1. Merge Sort (repeat)
- 2. Quick Sort (repeat)
- 3. Closest Pair of Points
- 4. Binary Search (repeat)
- 5. Strassen Matrix Multiplication