



DSA Roadmap

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Basic Concepts in Computer Science

- Basics of a programming language (e.g., Java, C++, Python)
- Understanding of how computers work, memory management, etc.
- Basics of mathematical reasoning and proofs (especially if you aim for a deep understanding).

Introduction to Data Structures

- **Linear Data Structures**
 - Arrays
 - Linked Lists (Singly and Doubly)
 - Stacks
 - Queues (and variations like Deque)
- **Non-Linear Data Structures**
 - Trees
 - Binary Trees
 - Binary Search Trees
 - AVL Trees, Red-Black Trees (Balanced Trees)

- **Non-Linear Data Structures**

- Graphs
 - Representations: adjacency matrix, adjacency list
 - Breadth-first search (BFS), Depth-first search (DFS)

- **Advanced Data Structures**

- Heaps and Priority Queues
- Hash Tables and Hash Maps
- Disjoint Set/Union-Find
- Trie, Suffix Tree, and Suffix Array

Introduction to Algorithms

- **Algorithm Analysis**
 - Time and Space Complexity (Big O, Big Omega, Big Theta notation)
 - Best case, average case, and worst-case scenarios
- **Basic Algorithms**
 - Sorting: Bubble, Selection, Insertion, Merge, Quick, Radix, Heap sort.
 - Searching: Linear Search, Binary Search

Introduction to Algorithms

- Divide and Conquer
- Greedy Algorithms
- Dynamic Programming
- Backtracking

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Graph Algorithms

- Shortest Path (Dijkstra, Bellman-Ford, Floyd-Warshall)
- Minimum Spanning Tree (Kruskal's, Prim's)
- Topological Sort
- Network Flow algorithms

Advanced Topics

- String matching and pattern searching algorithms (like the Knuth-Morris-Pratt algorithm)
- Geometric algorithms
- NP-Completeness and Computational Intractability
- Approximation algorithms

Practice

- Implement DS&A you learn to internalize the concepts.
- Solve problems on platforms like LeetCode, HackerRank, Codeforces, or GeeksforGeeks.
- Join coding competitions for a fun challenge.

Remember, the journey of mastering
DSA is not a sprint; it's a marathon.

Stay persistent, and happy coding!

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Software Engineer

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-US-*

