

Topic	Details	Classes
Data Structure	i) Square Root Decomposition ii) Sparse Table + LCA + RMQ in $O(1)$ for static data iii) Segment Tree Basics + BIT iv) Segment Tree Advanced	4
Graph	i) Floyd Warshall, Variations of Dijkstra ii) Graph Problems iii) SCC/2-SAT	2
String	i) Trie + Hashing basics ii) KMP basics + Problem Solving	2
Math	i) Intro to Probability/Expected Value ii) Number Theory + Combinatorics Problems	2
Dynamic Programming	i) Basic DP Problems + Iterative DP ii) More DP Problems + DP with DS (Segment Tree) iii) Bitmask DP	3
Game Theory	Game Theory Basics (up to nim game)	1
Geometry	Point in Polygon, Ternary Search, Precision Issue Handling, Problem Solving	1