1. Ad Hoc, brute force, recursion
2. Simulation
3. Greedy
4. DP
5. Graph theory, DFS, BFS, graph traversal, longest path, shortest path, SSSP(single source shortest path), APSP (All pair shortest path), DAG (Directed Acyclic Graph), Floyd-Warshall
6. Searching-sorting, insertion sort, topological sort, linear search, binary search, Approximate Search, Complete Search, Recursive Search Techniques, Heuristic Search
7. Number Theory, BigNums, divisibility, modulo
8. Computational Geometry
9. Convex Hull
10. Backtracking
11. Computational Geometry, geometry, Pythagorean triples, Euclid's formula
12. Tree, Tree traversal
13. math, Algebra, polynomials, pseudopolynomial, permutations, combination, Nth root
14. stack, queue
15. 6. Two-Dimensional
16. 7. Eulerian Path
17. 8. Minimum Spanning Tree
18. 9. Knapsack
19. 10. Network Flow
20. 11. Flood Fill