**Day #1**

* Recursion (İnzva Bundle 1 **7 Recursion**)
* Complexities (İnzva Bundle 1 **6 Big O Notation**)
* Brute-Force (İnzva bundle 1 **7.3 Enumeration and Brute-Force**) find new
* Hash Map ([**https://www.freecodecamp.org/news/what-is-a-hash-map/#:~:text=A%20hash%20table%20or%20hash,lookup%2C%20insertion%20and%20deletion%20operations**](https://www.freecodecamp.org/news/what-is-a-hash-map/#:~:text=A%20hash%20table%20or%20hash,lookup%2C%20insertion%20and%20deletion%20operations)**.** )
* Set (İnzva bundle 1 **8.6 Sets and Maps**)
* Queue (İnzva bundle 6 **2.3 Queue**)
* Stacks (İnzva bundle 6 **2.2 Stack**)
* Priority Queue (İnzva bundle 4 **6.3 Priority queue**)
* Sorting (Insertion, Bubble, Merge, Quick) (İnzva bundle 2 **2 Sorting Algorithms**)

**Day #2**

* Linear Search (İnzva bundle 2 **1.1 Linear Search**)
* Binary Search (İnzva bundle 2 **1.2 Binary Search**)
* Sieve (İnzva bundle 3 **2.2.2 Sieve of Eratosthenes Approach)**
* GCD (İnzva bundle 3 **2.4 GCD - Greatest Common Divisor**)
* LCM (İnzva bundle 3 **2.5 LCM - Least Common Multiple**)
* Fast Exp. (İnzva bundle 3 **5.2 Fast Exponentiation Approach**)
* Inverse Mod (İnzva bundle 3 **2.3.2 Inverse Modular**)
* Prefix Sum (İnzva bundle 6 **3 Prefix Sum**) – Suffix Sum( <https://www.geeksforgeeks.org/suffix-sum-array/> )
* Two Pointers(<https://www.geeksforgeeks.org/two-pointers-technique/> ) – Sliding Window(<https://www.geeksforgeeks.org/window-sliding-technique/> )

**Day #3**

* Graph Basic Terms (Directed, Undirected, Weighted, Unweighted, Loops, Parallel Edges, Simple Graph, Multigraphs)
* Adjacency List, Adjacency Matrix, Edge List, DAG.
* Trees: Basic Terms (Rooted, Unrooted, Spanning Trees)
* Depth First Search (bundle 4 **7 Depth First Search**)
* Breadth First Search (bundle 4 **8 Breadth First Search**)
* Shortest Path (Dijkstra) (bundle 7 **5 Shortest Path Problem**)

**Day #4**

* Greedy Algorithm (bundle 5 **2 Greedy Algorithms**)
* Dynamic Programming (bundle 5 **3 Dynamic Programming**)
* Coin Problem (bundle 5 **2.1 Coin Problem and 4.1 Coin Problem**)
* Knapsack Problem (bundle 5 **4.2 Knapsack Problem**)
* LIS (bundle 5 **4.4 Longest Increasing Subsequence (LIS) Problem**)
* LCS (bundle 5 **4.3 Longest Common Substring (LCS) Problem**)
* Grid (ChatGPT)
* Tiling (ChatGPT)