# **Code Library**

Subscribe to the channel = https://bit.ly/3fBvYkf

# **DSA CheatSheet**

```
1) Learn a Language--
         C++/Java/Python
   Resources--
         C++:
            R1 = https://bit.ly/3uzxmbr ( will be completed soon )
            R2 = http://bit.ly/3nOdZZD
            R3 = http://bit.ly/38FifE6
         Java:
            R1 = http://bit.ly/3heJQA8
            R2 = http://bit.ly/3mQ7luX
2) Data Structures--
         1
                Arrays
         2
                String
         3
                Time & Space Complexity
                Searching (Linear/Binary)
         5
                Sorting (Selection/Bubble/Insertion/Merge/Quick/Heap Sort)
         6
                Stack
         7
                Queue
         8
                Linked List (Single/Doubly)
         9
                Hashing
         10
                Recursion
         Backtracking
        STL for C++ or Java collections for Java
         1B
                Tree & Binary Search Tree
        14
                Heap/ priority queue
        15
                Graph
        16 Dynamic programming
```

Resources--

#### $R1 = \frac{\text{http://bit.ly/3hhe4m1}}{\text{mtp://bit.ly/3hhe4m1}}$

#### 3) A) C++ STL--

#### Topics--

- 1) Vector
- 2) Stack
- 3) Set
- 4) Map
- 5) unordered\_set
- 6) unordered\_map
- 7) pair
- 8) queue
- 9) deque
- 10) list
- 11) Binary Search/lower\_bound/upper\_bound
- 11) Custom Comparator

#### Resources--

R1 = http://bit.ly/3alCELu

R2 = http://bit.ly/3mVoiKc

R3 = https://bit.ly/2JpGmOQ

# **B) Java Collections--**

R1 = http://bit.ly/3hi1Utd

# 4) Algorithms--

# 1) Number Theory--

- a) Fibonacci Series/Number
- b) Prime
- c) Sieve of Eratosthenes
- d) Segmented Seive
- e) GCD & Euclid's Algorithm
- f) Fast Modulo Exponentiation
- g) multiplicative modulo inverse
- h) fermat's little theorem

#### 2) Sorting Algorithms--

- a) Selection Sort
- b) Bubble Sort
- c) Insertion Sort
- d) Quick Sort
- e) Merge Sort
- f) Heap Sort

### 3) Searching--

- a) Linear Search
- b) Binary Search

### 4) Recursion & Backtracking--

- a) Basic Question
- b) Fibonacci Recursion
- c) Tower of Hanoi
- d) Generate Brackets Recursion
- e) Knapsack Recursion
- f) Phone Keypad Problem
- g) Rat in a maze
- h) N-Queen Problem
- i) Sudoku Problem

# 5) Greedy

# 6) Graph Algorithms--

- a) BFS
- b) DFS
- c) Directed Graph
- d) Undirected Graph
- e) Disjoint Set Union
- f) Minimum Spanning Tree (kruskal's Algo, Prim's Algo)
- g) Shortest Path (Dijkstra's Algo, Bellman Ford,

### Floyd-Warshall)

- h) Cycle Detection
- i) Topological Sort / DAG
- j) Kosaraju's Algo
- k) Connected components / Strongly Connected Comp
- I) Eular Tour
- m) Articulation Point and Bridge
- n) LCA
- 7) **DP**--

 $R1 = \frac{\text{http://bit.ly/3rs78XV}}{\text{http://bit.ly/3rs78XV}}$ 

### **Algorithm Resources--**

R1 = <a href="http://bit.ly/3aGKGUV">http://bit.ly/3aGKGUV</a>

R2 = http://bit.ly/3hgkGkF

#### 5) Problem Solving Skills--

- 1) LeetCode = <a href="https://leetcode.com/">https://leetcode.com/</a>
- 2) GFG Practice Site = <a href="http://bit.ly/2KEp2WJ">http://bit.ly/2KEp2WJ</a>
- 3) A2OJ = <a href="http://bit.ly/38yRgua">http://bit.ly/38yRgua</a>
- 4) Hackerrank = <a href="http://bit.ly/3rvG0XQ">http://bit.ly/3rvG0XQ</a>