1. Trees (**especially**Binary Search Trees)
2. Trees (**especially**Binary Search Trees) — again
3. Big O Notation
4. Hash Tables
5. Object Oriented Design/Systems Design
6. Algorithms: Breadth First Search/Depth First Search, Binary Search, Merge Sort and Quick Sort
7. Arrays
8. Recursion
9. Linked Lists
10. Stacks/Queues
11. Bit Manipulation