

- Types of problems
 - Dynamic Programming
 - Greedy
 - Complete Search
 - Flood Fill
 - Shortest Path
 - Recursive Search Techniques
 - Minimum Spanning Tree
 - Knapsack
 - Computational Geometry
 - Network Flow
 - Eulerian Path
 - Two-Dimensional Convex Hull
 - BigNums
 - Heuristic Search
 - Approximate Search
 - Ad Hoc Problems
- Useful algorithms and data structures
 - Binary Search tree
 - Splay tree
 - Priority Queue
 - Suffix tree
 - Graphs
 - Dijkstra's
 - Floyd-warshall
 - Breadth-First Search
 - Depth-First Search