

DSA Level 1	^
Basics of Programming	^
Getting Started	^
Print Z	
Grading System	
Is A Number Prime	
Print All Primes Till N	
Print Fibonacci Numbers Till N	
Count Digits In A Number	
Digits Of A Number	
Reverse A Number	
Rotate A Number	
Inverse Of A Number	
Gcd And Lcm	
Prime Factorisation Of A Number	
The Curious Case Of Benjamin Bulbs	
Pythagorean Triplet	
Max Min 2	
Largest Number	
Patterns	v
Function and Arrays	^
Digit Frequency	
Decimal To Any Base	
Any Base To Decimal	
Any Base To Any Base	
Any Base Addition	
Any Base Subtraction	
Any Base Multiplication	
Span Of Array	
Find Element In An Array	
Bar Chart	
Sum Of Two Arrays	
Difference Of Two Arrays	
Reverse An Array	
Rotate An Array	
Inverse Of An Array	
Subarray Problem	
Subsets Of Array	
Broken Economy	
First Index And Last Index	
2D Arrays	^
2d Arrays Demo	
Matrix Multiplication	
The State Of Wakanda - 1	
Spiral Display	
Exit Point Of A Matrix	
Rotate By 90 Degree	
Ring Rotate	
The State Of Wakanda - 2	
Saddle Price	
Search In A Sorted 2d Array	
Saddle Price	
Fibonacci-dp	
String, String Builder and ArrayList	^
Print All Palindromic Substrings	
Print All Palindromic Substrings	
String Compression	
Toggle Case	
String With Difference Of Every Two Consecutive Characters	
Remove Primes	
Print All Permutations Of A String Iteratively	
Recursion and Backtracking	^
Introduction to Recursion	^
Print Decreasing	
Print Decreasing	
Print Increasing	
Print Increasing Decreasing	
Factorial	
Power-linear	
Power-logarithmic	
Print Zigzag	
Tower Of Hanoi	
Recursion with ArrayLists	^
Get Subsequence	
Cet Kpc	
Cet Stair Paths	
Get Maze Paths	
Get Maze Path With Jumps	
Recursion in Arrays	^
Display Array	
Display Array In Reverse	
Max Of An Array	
First Index	
Last Index	
All Indices Of Array	
Recursion on the way up	^
Print Kpc	
Print Stair Paths	
Print Subsequence	
Print Maze Paths	
Print Maze Paths With Jumps	
Print Permutations	
Print Encodings	
Recursion Backtracking	^
Flood Fill	
Target Sum Subsets	
N Queens	
Knights Tour	
N Queens	
Dynamic Programming	^
Dynamic Programming and Greedy	^
Fibonacci-dp	
Climb Stairs	
Climb Stairs With Variable Jumps	
Climb Stairs With Minimum Moves	
Min Cost In Maze Traversal	
Goldmine	
Target Sum Subsets - Dp	
Coin Change Combination	
Coin Change Permutations	
Zero One Knapsack	
Fractional Knapsack - Official	
Unbounded Knapsack	
Count Binary Strings	
Count Encodings	
Count A+b+c+ Subsequences	
Count Palindromic Subsequences	
Count Palindromic Substrings	
Count Of Valleys And Mountains	
Count Brackets	
Arrange Buildings	
Maximum Sum Non Adjacent Elements	
Maximum Sum Increasing Subsequence	
Maximum Non-overlapping Bridges	
Paint House	
Paint House - Many Colors	
Paint Fence	
Tiling With 2 * 1 Tiles	
Tiling With M * 1 Tiles	
Friends Pairing	
Partition Into Subsets	
Buy And Sell Stocks - One Transaction Allowed	
Buy And Sell Stocks - Infinite Transactions Allowed	
Buy And Sell Stocks With Transaction Fee - Infinite Transactions Allowed	
Buy And Sell Stocks With Cooldown - Infinite Transaction Allowed	
Buy And Sell Stocks - Two Transactions Allowed	
Buy And Sell Stocks - K Transactions Allowed	
Longest Increasing Subsequence	
Longest Bitonic Subsequence	
Longest Common Subsequence	
Longest Palindromic Subsequences	
Longest Palindromic Substring	
Russian Doll Envelopes	
Catalan Number	
Number Of Bsts	
Time and Space Complexity	^
Pivot In Sorted And Rotated Array	
Sort 012	
Sort 01	
Sort Dates	
Radix Sort	
Count Sort	
Quick Sort	
Merge Sort	
Merge Two Sorted Arrays	
Insertion Sort	
Selection Sort	
Bubble Sort	
Partition An Array	
Sort Dates	
Quick Select	
Target Sum Pair 1	
Basic Data Structures	^
Stacks and Queues	^
Duplicate Brackets	
Balanced Brackets	
Next Greater Element To The Right	
Stock Span	
Largest Area Histogram	
Sliding Window Maximum	
Infix Evaluation	
Infix Conversions	
Postfix Evaluation And Conversions	
Prefix Evaluation And Conversions	
Celebrity Problem	
Merge Overlapping Interval	
Smallest Number Following Pattern	
Normal Stack	
Dynamic Stack	
Minimum Stack - I	
Minimum Stack - Constant Space	
Normal Queue	
Dynamic Queue	
Queue To Stack Adapter - Push Efficient	
Queue To Stack Adapter - Pop Efficient	
Stack To Queue Adapter - Add Efficient	
Stack To Queue Adapter - Remove Efficient	
Two Stacks In An Array	
Normal Queue	
Dynamic Queue	
Baseball Game	
Mini Parser	
Linked Lists	^
Add Last In Linked List	
Display A Linkedlist	
Remove First In Linkedlist	
Cet Value In Linked List	
Add First In Linked List	
Add At Index In Linked List	
Remove Last In Linked List	
Remove At Index In Linked List	
Reverse A Linked List (data Iterative)	
Reverse Linked List (pointer Iterative)	
Linked List To Stack Adapter	
Linked List To Queue Adapter	
Kth Node From End Of Linked List	
Mid Of Linked List	
Merge Two Sorted Linked Lists	
Merge Sort A Linked List	
Remove Duplicates In A Sorted Linked List	
Odd Even Linked List	
K Reverse In Linked List	
Display Reverse (recursive) - Linked List	
Reverse Linked List (pointer - Recursive)	
Intersection Point Of Linked Lists	
Add Two Linked Lists	
Fold A Linked List	
Is Linked List A Palindrome?	
Generic Tree	^
Size Of Generic Tree	
Maximum In A Generic Tree	
Height Of A Generic Tree	
Generic Tree - Traversals (pre-order, Post-order)	
Level-order Of Generic Tree	
Levelorder Linewise (generic Tree)	
Mirror A Generic Tree	
Remove Leaves In Generic Tree	
Linearize A Generic Tree	
Find In Generic Tree	
Node To Root Path In Generic Tree	
Lowest Common Ancestor (generic Tree)	
Distance Between Two Nodes In A Generic Tree	
Is Generic Tree Symmetric	
Diameter Of Generic Tree	
Ceil And Floor In Generic Tree	
Iterative Preorder And Postorder Of Generic Tree	
Levelorder Linewise Zig Zag	
Are Trees Similar In Shape	
Are Trees Mirror In Shape	
Predecessor And Successor Of An Element	
Kth Largest Element In Tree	
Node With Maximum Subtree Sum	
Binary Tree	^
Size, Sum, Maximum And Height Of A Binary Tree	
Levelorder Traversal Of Binary Tree	
Iterative Pre, Post And Inorder Traversals Of Binary Tree	
Find And Nodetorootpath In Binary Tree	
Transform To Left-cloneed Tree	
Transform To Normal From Left-cloned Tree	
Remove Leaves In Binary Tree	
Diameter Of A Binary Tree	
Tilt Of Binary Tree	
Is A Binary Search Tree	
Is Balanced Tree	
Largest Bst Subtree	
Print Single Child Nodes	
Print Nodes K Distance Away	
Print K Levels Down	
Path To Leaf From Root In Range	
Binary Search Tree	^
Size, Sum, Max, Min, Find In Bst	
Add Node To Bst	
Target Sum Pair In Bst	
Print In Range	
Lca Of Bst	
Remove Node From Bst	
Replace With Sum Of Larger	
Size, Sum, Max, Min, Find In Bst	
Advanced Data Structure	^
Hashmap And Heap	^
Highest Frequency Character	
Cet Common Elements - 1	
Cet Common Elements - 2	
Longest Consecutive Sequence Of Elements	
K Largest Elements	
K Largest Elements	
Sort K-sorted Array	
Median Priority Queue	
Merge K Sorted Lists	
Write Priority Queue Using Heap	
Write Hashmap	
Write Priority Queue Using Heap	
Write Hashmap	
Graphs	^
Has Path?	
Print All Paths	
Multisolver - Smallest, Longest, Ceil, Floor, Kthlargest Path	
Get Connected Components Of A Graph	
Is Graph Connected	
Number Of Islands	
Perfect Friends	
Hamiltonian Cycle	
Knights Tour	
Breadth First Traversal	
Is Graph Cyclic	
Is Graph Bipartite	
Spread Of Infection	
Shortest Path In Weights	
Minimum Wire Required To Connect All Pcs	
Order Of Compilation	
Iterative Depth First Traversal	
Hamiltonian Path And Cycle	
Is Graph Connected	
Number Of Islands	
Number Of Islands	
DSA Level 2	^
Conceptual building blocks	v
Data Structures	v
Arrays and Strings	v
DSA Level 3	v