- 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
    - 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
      - Get Kpc
      - Get 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
      - Get 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-cloned 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
      - Get Common Elements - I
      - Get 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
  - Data Structures
  - Arrays and Strings
- DSA Level 3