* Sorting
* LinkedList
* List
* Spanning Tree
* Graph
* Stack
* Hashing
* Heaps
* Hash
* Maps

**Absolute Need to Know**

1. Linked List — Single and Double
2. Stack
3. Queue
4. Binary Search Trees (BST) and Binary Tree
5. Heaps
6. Basic Graph Traversal and Shortest Path
7. Hashing

**Still Should Know, Less Likely to See**

1. Tries
2. Advanced Graphs like flow and min-cut etc
3. Red–black tree

**Chances are Slim, But Covered in Rare Circumstances**

1. Segment Trees / Binary Indexed Trees
2. AVL Trees
3. B+ Trees

**General Topics (In Order of Importance)**

1. Dynamic Programming — *Extremely important*
2. Sorting and Searching (Binary Search, QuickSort, MergeSort) — *Extremely important*
3. Big O notation
4. Memory Management
5. Divide and Conquer
6. Greedy
7. Bit Manipulation
8. Probability and basic Number Theory
9. Basic Coordinate geometry — Manhattan Distance, Closest Point Pair