

MASTER DSA WITH JAVASCRIPT

MODULE 1: JavaScript Essentials for DSA (No Libraries)

Build the language fundamentals needed to implement DSA efficiently.

1. JavaScript Basics

- Primitive vs Reference Types
- Type Coercion and Type Conversion
- Variable Declaration (`var` , `let` , `const`)
- Comparison Operators (`==` vs `===`)
- Truthy and Falsy Values
- Control Flow (if, else, switch)
- Loops (for, while, do-while)

2. Functions

- Function Declarations vs Expressions
- Arrow Functions
- Parameters vs Arguments
- Return Values
- Call Stack Basics

3. Arrays

- Array Creation
- Basic Operations: `push` , `pop` , `shift` , `unshift` , `splice` , `slice`
- Iteration: `for` , `for...of` , `forEach`

- Multi-dimensional Arrays

4. Objects

- Key-Value Storage
- Nested Objects
- Accessing/Deleting Keys
- Looping with `for...in`

5. Strings

- Indexing
- String Methods (`charAt` , `slice` , `substr` , `substring` , `split` , `join`)
- Immutability

Practice

- Reverse a string
 - Count vowels
 - Custom implementation of `map()` , `filter()` , and `reduce()`
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MODULE 2: Time and Space Complexity (Big-O)

| Learn how to measure performance of algorithms.

1. Big-O Notation

- $O(1)$, $O(n)$, $O(n^2)$, $O(\log n)$, $O(2^n)$
- Time vs Space
- Best, Worst, and Average Case

2. Analyzing Loops and Recursion

- Nested Loops
- Multiple Input Scenarios
- Recurrence Relations (for recursive algorithms)

Practice

- Manually calculate Big-O for functions
 - Compare performance of linear vs binary search
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MODULE 3: Core Data Structures (Pure JavaScript)

1. Arrays

- Static vs Dynamic Arrays
- Two-pointer Technique
- Sliding Window Technique

Practice

- Rotate array
 - Maximum sum subarray of size k
 - Move all zeros to the end
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2. Strings

- Character Frequency
- Substrings and Subsequences

Practice

- Anagram checker
 - Longest Palindromic Substring
 - Longest Substring without Repeating Characters
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3. Hash Tables (Using Objects / Maps)

- Hashing Basics
- Collision Handling (Separate Chaining with Arrays)

Practice

- Two Sum Problem
 - Group Anagrams
 - Isomorphic Strings
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4. Stacks (Implemented with Arrays)

- Push, Pop, Peek
- Applications in Expression Evaluation

Practice

- Valid Parentheses
 - Min Stack
 - Infix to Postfix conversion
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5. Queues

- Enqueue, Dequeue, Front
- Circular Queue
- Queue using Stack

Practice

- Implement queue using 2 stacks
 - Sliding window maximum
 - Recent calls counter
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6. Linked Lists

- Singly Linked List
- Doubly Linked List
- Reversing a List
- Detecting Loops (Floyd's Cycle)

Practice

- Reverse a Linked List

- Remove nth node from end
 - Merge Two Sorted Lists
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7. Trees

- Binary Trees
- Binary Search Trees (BST)
- Tree Traversals (In-order, Pre-order, Post-order, Level-order)

Practice

- Check if Tree is Balanced
 - Lowest Common Ancestor
 - Convert Sorted Array to BST
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8. Tries (Prefix Tree)

- Insert
- Search
- Starts With

Practice

- Implement Trie
 - Word Search (Board)
 - Autocomplete System
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9. Heaps (Binary Heap using Array)

- Min Heap and Max Heap Implementation
- Heapify, Insert, Extract

Practice

- K Largest Elements
- Median of Data Stream
- Merge K Sorted Arrays

10. Graphs

- Graph Representations (Adjacency List)
- BFS, DFS
- Directed/Undirected, Weighted/Unweighted

Practice

- Detect Cycle in Directed Graph
- Clone Graph
- Number of Islands

MODULE 4: Algorithms in JavaScript

1. Searching

- Linear Search
- Binary Search
- Ternary Search

Practice

- Search in Rotated Array
- First/Last Occurrence
- Peak Element

2. Sorting

- Bubble Sort
- Insertion Sort
- Selection Sort
- Merge Sort
- Quick Sort

Practice

- Sort Colors (Dutch National Flag)
 - Find Kth Largest
 - Merge Intervals
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3. Recursion

- Base Case & Recursive Case
- Backtracking

Practice

- Factorial, Fibonacci (with and without memo)
 - N-Queens Problem
 - Sudoku Solver
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4. Dynamic Programming

- Memoization
- Tabulation
- 1D, 2D DP

Practice

- Climbing Stairs
 - Longest Increasing Subsequence
 - 0/1 Knapsack
 - Edit Distance
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5. Greedy Algorithms

- Greedy Choice Property
- Activity Selection
- Huffman Coding (Basic)

Practice

- Jump Game

- Fractional Knapsack
 - Gas Station
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6. Divide & Conquer

- Merge Sort
- Quick Sort
- Binary Search Variants

Practice

- Count Inversions
 - Search in 2D Matrix
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7. Sliding Window / Two Pointers

- Fixed and Variable Window
- Shrinking Window

Practice

- Longest Subarray with Sum K
 - Minimum Window Substring
 - Trapping Rain Water
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8. Topological Sort (Graphs)

- Kahn's Algorithm (BFS)
- DFS-based Topological Sort

Practice

- Course Schedule
 - Alien Dictionary
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MODULE 5: Real-World DSA Challenges

Apply your knowledge to real-world and interview-style challenges.

◆ Practice Platforms

- LeetCode (Target: 200+ problems)
 - InterviewBit (Topic-wise progression)
 - HackerRank (Warmup to Intermediate)
 - Codeforces/CodeChef (Competitive)
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MODULE 6: Interview Preparation & Strategy

1. Problem-Solving Strategy

- Read → Understand → Plan → Code → Test → Optimize

2. System Design Basics (Optional)

- Load Balancer, Caching, Database Indexing
- Scalability, Consistency

3. Behavioral Prep

- STAR Method
- Discussing Past Projects
- Explain Solutions Clearly