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11. Eulerian Paths & Circuits
12. Boggle - <https://www.geeksforgeeks.org/boggle-find-possible-words-board-characters/>
13. <https://www.geeksforgeeks.org/top-10-algorithms-in-interview-questions/#algo1>
14. <https://www.geeksforgeeks.org/top-10-algorithms-in-interview-questions-set-2/?ref=rp>
15. <https://www.geeksforgeeks.org/top-20-greedy-algorithms-interview-questions/>

<http://www.cs.rpi.edu/~musser/gp/algorithm-concepts/graph-algorithms-screen.pdf>

<https://brilliant.org/wiki/shortest-path-algorithms/>

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Reservoir Sampling:

<https://florian.github.io/reservoir-sampling/>

<https://www.educative.io/edpresso/what-is-reservoir-sampling>

Bloom Filter:

<http://llimllib.github.io/bloomfilter-tutorial/>

<https://florian.github.io/bloom-filters/>

Count – min Sketch

Finding the frequency in huge dataset with lot of unpopular keys.

<https://florian.github.io/count-min-sketch/>

Segment Trees:

<https://leetcode.com/articles/a-recursive-approach-to-segment-trees-range-sum-queries-lazy-propagation/>

<https://www.geeksforgeeks.org/segment-tree-set-1-sum-of-given-range/>

<https://www.hackerearth.com/practice/data-structures/advanced-data-structures/segment-trees/tutorial/>

<https://github.com/mission-peace/interview/blob/94be5deb0c0df30ade2a569cf3056b7cc1e012f4/src/com/interview/tree/SegmentTreeMinimumRangeQuery.java#L227>

Binary Indexed Tree or Fenwick Tree

<https://www.geeksforgeeks.org/binary-indexed-tree-or-fenwick-tree-2/>

<https://www.topcoder.com/community/competitive-programming/tutorials/binary-indexed-trees/>

Minimax

<https://www.geeksforgeeks.org/minimax-algorithm-in-game-theory-set-1-introduction/>