1. Graphs
   1. DFS
   2. BFS
   3. Union-Find (Cycle in a graph)
   4. Topological Sort
   5. Dijkstra, Bellman Ford (Shortest Path from source to all vertices)
   6. Floyd Warshall (Shortest Path from every vertex to every other vertex)
   7. Prim, Kruskal (Minimum Spanning tree)
   8. Boggle - <https://www.geeksforgeeks.org/boggle-find-possible-words-board-characters/>
   9. Bridges in a graph - <https://www.geeksforgeeks.org/bridge-in-a-graph/>
   10. Strongly connected components