Common Patterns

1. Sliding Window:
2. **Two Pointers:** It will feature problems where you deal with sorted arrays (or Linked Lists) and need to find a set of elements that fulfill certain constraints

The set of elements in the array is a pair, a triplet, or even a subarray

1. **Fast and Slow pointers:** The problem will deal with a loop in a linked list or array

When you need to know the position of a certain element or the overall length of the linked list.