NOTES

CONCEPT - DATA STRUCTURES, USE CASE, REAL TIME SCENARIO, EXAMPLES, FORMULAE

BASICS

PSEUDO CODE

DRY RUN

IMPLEMENTATION

APPLICATIONS

POINTS TO REMEMBER USED MOSTLY

PROS & CONS

**DSA - PATTERNS**

SLIDING WINDOW

TWO POINTERS

FAST AND SLOW POINTERS

BINARY SEARCH

DYNAMIC PROGRAMMING

BACK TRACKING

GREEDY

MONOTONIC STACK/QUEUE

PREFIX SUM

RECURSION

MATH AND NUMBER THEORY

MATRIX TRAVERSAL

BIT MANIPULATION

TREE TRAVERSAL

GRAPH TRAVERSAL - BFS, DFS

DIVIDE AND CONQUER