

► Graphs

Pattern 1: DFS/BFS Traversal

- Number of Islands
- Flood Fill
- Clone Graph
- Graph Valid Tree
- Course Schedule

Pattern 2: Shortest Path Algorithms

- Dijkstra's Algorithm
- Bellman-Ford
- Shortest Path in a Grid
- Network Delay Time
- Cheapest Flights Within K Stops

Pattern 3: Topological Sort

- Course Schedule II
- Alien Dictionary
- Sequence Reconstruction
- Minimum Height Trees
- Task Scheduling

Pattern 4: Cycle Detection

- Course Schedule
- Graph Cycle Detection
- Find if Path Exists in Graph
- Redundant Connection
- Minimum Edge to Add to Make Graph Strongly Connected

Pattern 5: Connected Components

- Number of Connected Components in Graph
- Friend Circles
- Count Sub Islands
- Graph Connectivity After Removing Edges
- Maximum Area of Island

Pattern 6: Minimum Spanning Tree

- Kruskal's Algorithm
- Prim's Algorithm
- Min Cost to Connect All Points
- Connecting Cities With Minimum Cost
- Redundant Connection II

Pattern 7: Union-Find

- Redundant Connection
- Number of Islands II
- Accounts Merge
- Friend Circles
- Satisfiability of Equality Equations

Pattern 8: Grid-Based Graph Problems

- Number of Islands
- Walls and Gates
- Rotten Oranges
- Shortest Path in Binary Matrix
- Surrounded Regions

Pattern 9: Graph Coloring

- Graph Coloring
- Is Graph Bipartite?
- Map Coloring
- Partition to K Equal Sum Subsets
- Scheduling With Constraints

Pattern 10: Strongly Connected Components

- Course Schedule III
- Kosaraju's Algorithm Challenge
- Tarjan's Algorithm Challenge
- Evaluate Division
- Minimum Days to Disconnect

Pattern 11: Eulerian & Hamiltonian Paths

- Course Schedule IV
- Find Itinerary
- Hamiltonian Path in Directed Graph
- Eulerian Circuit
- Reconstruct Itinerary

Pattern 12: Planets & Queries

- Dynamic Connectivity
- Reachability Queries
- Graph Connectivity via Snapshots
- Distance Queries in Tree
- Offline Query Processing