► Dynamic Programming

Pattern 1: Fibonacci/Simple Recurrence

→ Climbing Stairs
→ Min Cost Climbing Stairs
→ Dice Combinations
→ Frog Jump
→ Fibonacci Number

Pattern 2: 0/1 Knapsack

→ 0/1 Knapsack
→ Partition Equal Subset Sum
→ Target Sum
→ Subset Sum
→ Last Stone Weight II

Pattern 3: Unbounded Knapsack

→ Coin Change
→ Coin Change II
→ Rod Cutting
→ Combination Sum IV
→ Integer Break

Pattern 4: Longest Common Subsequence (LCS)

→ Longest Common Subsequence
→ Uncrossed Lines
→ Edit Distance
→ Shortest Common Supersequence
→ Delete Operation for Two Strings

Pattern 5: Longest Increasing Subsequence (LIS)

→ Longest Increasing Subsequence
→ Wiggle Subsequence
→ Increasing Triplet Subsequence
→ Continuous Increasing Subsequence
→ Russian Doll Envelopes

Pattern 6: Grid-Based DP

→ Unique Paths
→ Unique Paths II
→ Minimum Path Sum
→ Dungeon Game
→ Cherry Pickup

Pattern 7: Interval DP
→ Burst Balloons
→ Palindrome Partitioning II
→ Merge Stones
→ Optimal BST
→ Strange Printer

Pattern 8: Tree DP
→ House Robber III
→ Binary Tree Maximum Path Sum
→ Tree Diameter
→ Subtree Queries
→ Longest Univalue Path

Pattern 9: Bitmasking/State Compression
→ Traveling Salesman
→ Campus Bikes II
→ Elevator Rides
→ Count All Possible Routes
→ Bitmask DP Template

Pattern 10: Digit DP
→ Numbers With Repeated Digits
→ Count Digit One
→ Number of Digit One
→ Digit DP Template
→ Remove Digits

Pattern 11: Probability/Expectation DP
→ Dice Roll Simulation
→ New 21 Game
→ Random Pick with Weight
→ Frog Jump Probability
→ Candy Lottery