



Basic DSA : DSA 3

Week 1

- (1) Stacks 1
- (2) Stacks 2
- (3) Stacks 3
- (4) Queue 1
- (5) Queue 2

Week 2 : (1) Hashing 1

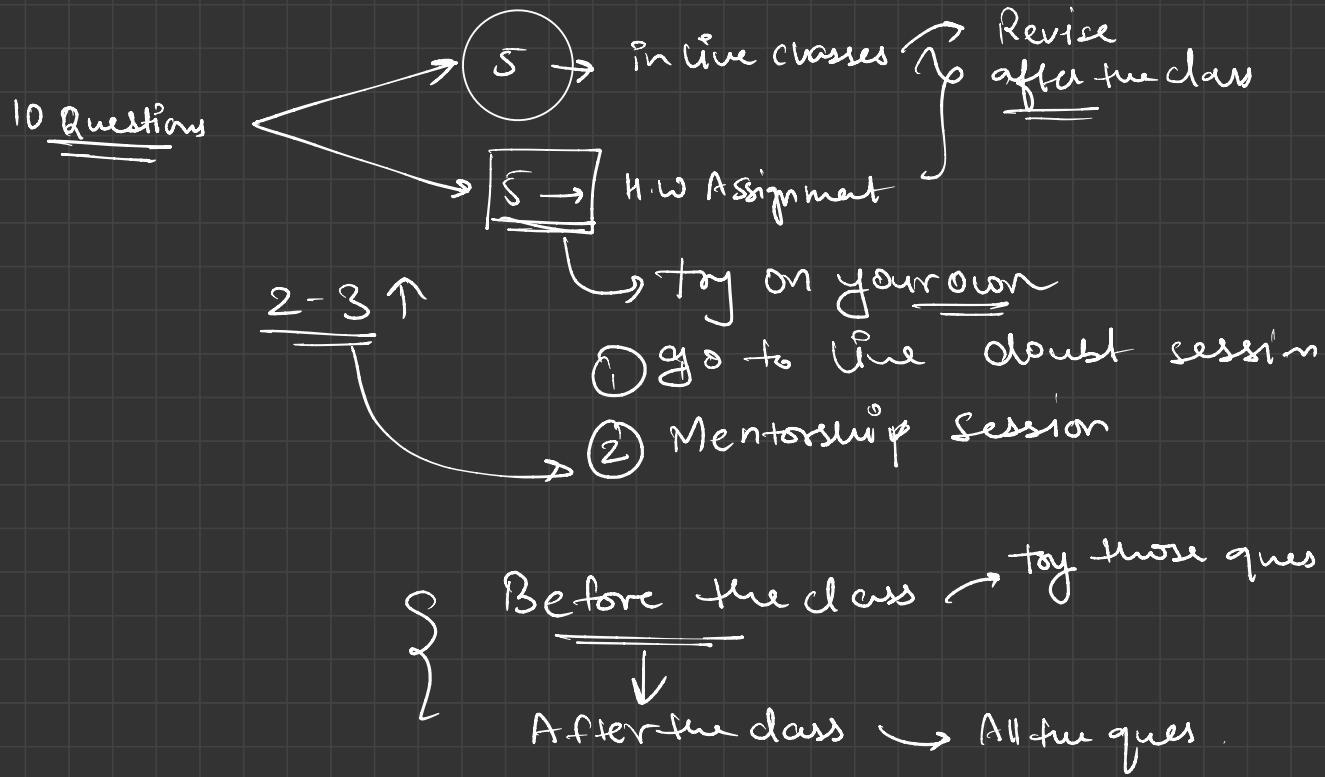
- (2) Hashing 2
- (3) Hashing 3
- (4) Hashing 4
- (5) Binary Search 1

Week 3

- (1) BS 2
- (2) BS 3
- (3) Binary Trees 1
- (4) Binary Trees 2
- (5) Binary Trees 3

Week 4 (1) BT - 4

- (2) Revision 1
- (3) Revision 2
- (4) Module Test



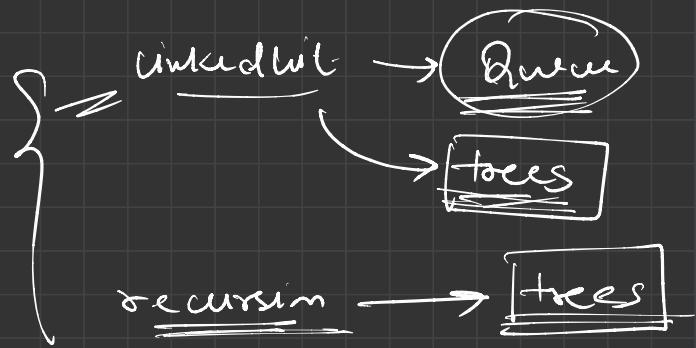
Basic min Complete the assignments and class problem.

excell → go to gym section and toy to some more ques on the same topic

Weekly Contest

↳ Really Imp

Accio → try solving on (order)
↳ so that we have
a track



ll → HashMap

A hand-drawn diagram on grid paper. An arrow points from the word "ll" to the word "HashMap", which is underlined.

ll dll

A hand-drawn diagram on grid paper. It consists of two adjacent rounded rectangles. The left rectangle contains the word "ll". The right rectangle contains the word "dll", which is underlined.

How you approach a quest? { 40 min → if no progress

① Brute force → { Day run } → pattern

{ ② By seeing Constraints
try for a Optimal Solution

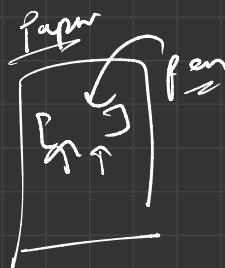
③ Day Run / on the thought process of
optimal soln

④ Implementation

⑤ Observance Can I do better.

⑥ Read the Editorial → Concept

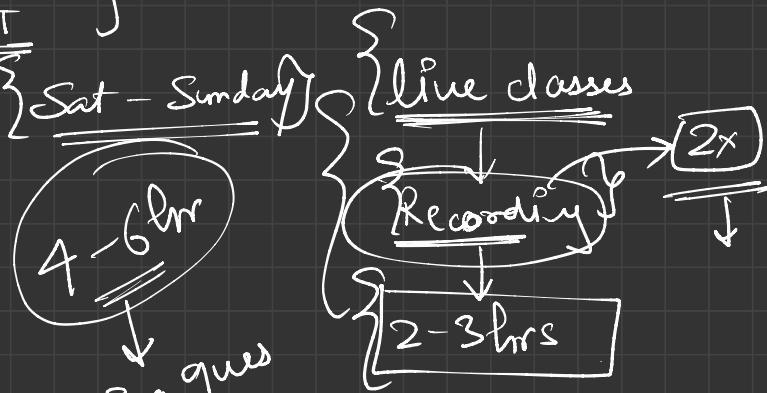
→ Day Run → figureout code on your own



{ Stacks, Queues, Hashing, Binary Search, }
Binary trees

Topics in M3 | Basic of DSA

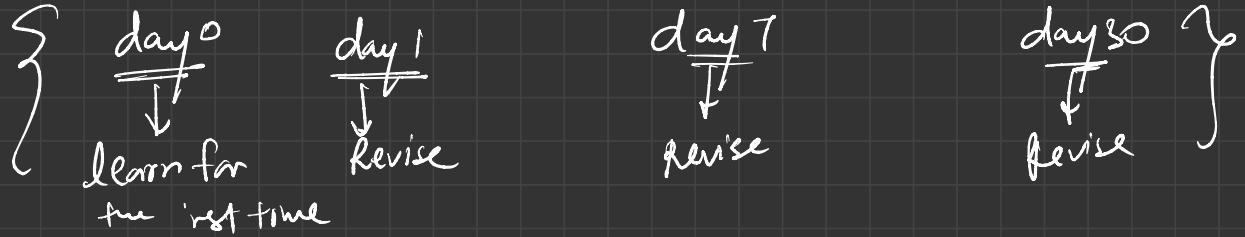
S good and
of BT



{ Stack 1
Hashing 1
Binary 1 }
→ BS + right

{ you can do extra practice in these 3 days }

tough Once



- ① Same day
- ② One week
- ③ 30 days

Overleaf → Latex

