

## Sliding Window: Complete Pattern Coverage with Questions

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- ◆ 1. Fixed Size Window (Window size = k)
- ◆ Pattern: Max/Min/Sum in every window of size k

### Leetcode Problem Name

239	Sliding Window Maximum
2090	K Radius Subarray Averages
1838	Frequency of Most Frequent Element
1438	Longest Subarray with Limit (max-min ≤ limit)

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- ◆ 2. Variable Size Window (No fixed size, expand and shrink)
- ◆ Pattern: Longest/Shortest substring or subarray satisfying condition

### Leetcode Problem Name

3	Longest Substring Without Repeating Characters
76	Minimum Window Substring
424	Longest Repeating Character Replacement
1004	Max Consecutive Ones III
1658	Minimum Operations to Reduce x to Zero

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- ◆ 3. Anagram / Permutation Based
- ◆ Pattern: Sliding frequency map

### Leetcode Problem Name

567	Permutation in String
438	Find All Anagrams in a String

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- ◆ 4. Count of Substrings/Subarrays with Some Condition
- ◆ Pattern: Use hashmap + sliding window

### **Leetcode Problem Name**

- 992 Subarrays with K Different Integers
  - 904 Fruit Into Baskets (max 2 types in window)
  - 340 Longest Substring with At Most K Distinct Chars
  - 159 Longest Substring with At Most Two Distinct Chars
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- ◆ **5. Sliding Window with Deque (for max/min)**

- ◆ **Pattern: Maintain decreasing/increasing deque**

### **Leetcode Problem Name**

- 239 Sliding Window Maximum
  - 862 Shortest Subarray with Sum at Least K
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- ◆ **6. Sliding Window with Binary Search / Two-Pointer + Binary Thinking**

### **Leetcode Problem Name**

- 1208 Get Equal Substrings Within Budget
  - 1456 Maximum Number of Vowels in a Substring of Given Length
  - 1052 Grumpy Bookstore Owner
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- ◆ **7. 2-Pointer Sliding Window on Sorted Array**

### **Leetcode Problem Name**

- 167 Two Sum II - Input array is sorted
  - 1004 Max Consecutive Ones III (again)
  - 930 Binary Subarrays With Sum
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### **Summary: Sliding Window Question Types**

Type	Problem Example (Leetcode)
Fixed Size Window	239, 1456, 1838

Type	Problem Example (Leetcode)
Variable Size Window (expand-shrink)	3, 76, 424, 1004
Character Count / Frequency Map	438, 567, 76
Count Substrings / Subarrays	992, 904, 340
Max/Min Tracking with Deque	239, 862
Binary Search Inside Window	1208, 1456
Two Pointers on Sorted Array	167, 930

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## Two Pointer Technique: Complete Pattern Coverage

### ◆ 1. Two Pointers for Sorting Based Problems (Pairing/Matching)

Jahan tumhare paas sorted array ho aur tumhe **pair matching** ya **pairs ki sum** find karni ho.

Problem Type	Examples
Pair with sum equal to target	◆ Leetcode 1 – Two Sum (if sorted)
Pair with sum closest to target	◆ Leetcode 16 – 3Sum Closest
Two sum in a sorted array	◆ Leetcode 167 – Two Sum II (Input array is sorted)

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### ◆ 2. Two Pointers for Searching Subarrays/Substrings

Yeh pattern **substring** ya **subarray** ko **find karne** ke liye use hota hai, jisme tumhe **expand** aur **shrink** karna padta hai window ko.

Problem Type	Examples
Longest Substring Without Repeating Characters	◆ Leetcode 3 – Longest Substring Without Repeating Characters
Subarray with sum equal to target	◆ Leetcode 560 – Subarray Sum Equals K
Smallest window containing substring	◆ Leetcode 76 – Minimum Window Substring
Find all anagrams in string	◆ Leetcode 438 – Find All Anagrams in a String

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### ◆ 3. Two Pointers for Linked Lists (Reverse / Merge)

**Linked list traversal** ke liye two pointers ka use hota hai. Yeh pattern mostly **reverse** ya **merge** problems ke liye hota hai.

Problem Type	Examples
Reverse Linked List	◆ Leetcode 206 – Reverse Linked List
Middle of the Linked List	◆ Leetcode 876 – Middle of the Linked List
Merge two sorted linked lists	◆ Leetcode 21 – Merge Two Sorted Lists
Palindrome Linked List	◆ Leetcode 234 – Palindrome Linked List

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### ◆ 4. Two Pointers for Array Partition (Meet in Middle)

**Array ko do halves me divide** karke dono sides pe pointers rakhein, yeh technique **binary search** ki tarah kaam karti hai.

Problem Type	Examples
Container with most water (find max area)	◆ Leetcode 11 – Container with Most Water
Find peak element	◆ Leetcode 162 – Find Peak Element
Find middle element	◆ Leetcode 167 – Two Pointers for Sorted Array Search
Maximum number of consecutive ones	◆ Leetcode 1004 – Max Consecutive Ones III

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#### ◆ 5. Two Pointers for Array Sorting and Merging (Merging Sorted Arrays)

**Merging ya sorting** related tasks ke liye two pointers efficiently kaam karte hain.

Problem Type	Examples
Merge sorted arrays	◆ Leetcode 88 – Merge Sorted Array
Merge intervals	◆ Leetcode 56 – Merge Intervals
Move zeroes to end	◆ Leetcode 283 – Move Zeroes
Dutch National Flag Problem (sort colors)	◆ Leetcode 75 – Sort Colors

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#### ◆ 6. Two Pointers for Removing Duplicates/Validating

Tumhare paas array ya string hai jisme tumhe **duplicates ko remove** ya **validating condition** check karni hoti hai.

Problem Type	Examples
Remove duplicates from sorted array	◆ Leetcode 26 – Remove Duplicates from Sorted Array
Remove element from array	◆ Leetcode 27 – Remove Element
Valid Palindrome	◆ Leetcode 125 – Valid Palindrome

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#### ◆ 7. Two Pointers for Finding Closest Pair or Triplets

Jab tumhe **pairs ya triplets** find karne ho, jisme kisi condition ko satisfy karte ho (jaise sum).

#### Problem Type Examples

3Sum	◆ Leetcode 15 – 3Sum
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## Problem Type Examples

2Sum II      ♦ Leetcode 167 – Two Sum II (input array sorted)

4Sum      ♦ Leetcode 18 – 4Sum

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### Summary Table: Two Pointer Patterns

Pattern Type	Problem Examples
Sorting & Pairing	1, 16, 167
Subarrays/Substrings Search	3, 560, 76, 438
Linked List Operations	206, 876, 21, 234
Array Partitioning	11, 162, 1004
Merging & Sorting Arrays	88, 56, 283, 75
Removing Duplicates/Validating	26, 27, 125
Finding Closest Pair/Triplets	15, 167, 18

## Prefix Sum: Complete Pattern Coverage (with Examples)

### ◆ Prefix Sum Ka Basic Idea:

Agar tumhare paas ek array hai:

makefile

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nums = [2, 4, 1, 3]

prefix[i] = nums[0] + nums[1] + ... + nums[i]

To kisi range (i to j) ka sum hoga:

swift

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rangeSum(i, j) = prefix[j] - prefix[i-1]

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### ◆ 1. 1D Prefix Sum – Subarray Sum Related

Problem Type	Leetcode Examples
Sum of all subarrays	◆ N/A (concept based)
Subarray sum equals K	◆ 560 – Subarray Sum Equals K
Number of subarrays with sum divisible by K	◆ 974 – Subarray Sums Divisible by K
Min size subarray sum	◆ 209 – Minimum Size Subarray Sum
Maximum sum subarray of fixed size	◆ Sliding Window version also

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### ◆ 2. Prefix Sum with HashMap – For Count Tracking

Jab **negative numbers** ho aur tumhe count ya frequency track karna ho

Problem Type	Leetcode Examples
Count subarrays with sum K	◆ 560 – Subarray Sum Equals K
Binary Subarrays with Sum	◆ 930 – Binary Subarrays With Sum
Count nice subarrays (odd count)	◆ 1248 – Count Number of Nice Subarrays

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### ◆ 3. 2D Prefix Sum (Matrix)

Jab tumhe kisi **2D matrix me rectangular area** ka sum nikalna ho

Problem Type	Leetcode Examples
Matrix sum region	◆ 304 – Range Sum Query 2D - Immutable
Num of submatrices that sum to target	◆ 1074 – Number of Submatrices That Sum to Target

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◆ **4. Difference Array (Inverse of Prefix Sum)**

Jab tumhe **range updates in O(1)** karne ho

Problem Type	Leetcode Examples
Flight bookings with range updates	◆ 1109 – Corporate Flight Bookings
Range addition	◆ 370 – Range Addition

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◆ **5. Prefix Sum on Characters (Strings)**

Jab tumhe frequency of characters ya palindromic substrings count karni ho

Problem Type	Leetcode Examples
Palindromic substrings	◆ 1177 – Can Make Palindrome from Substring
Count vowels/consonants in range	◆ 1456 – Max Vowels in Substring of Given Length

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◆ **6. Prefix XOR / Prefix Product**

Jab sum ke jagah tumhe **XOR** ya **Product** nikalna ho

Problem Type	Leetcode Examples
XOR of all subarrays	◆ 1310 – XOR Queries of a Subarray
Product of subarray except self	◆ 238 – Product of Array Except Self (variant)

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◆ **7. Prefix Sum with Sliding Window**

Jab tumhe **fixed window size** ke saath optimized sum calculation chahiye

Problem Type	Leetcode Examples
K Radius Subarray Averages	◆ 2090 – K Radius Subarray Averages

Problem Type	Leetcode Examples
Sliding window sum problems	◆ 643 – Maximum Average Subarray I

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◆ **8. Prefix Sum with Binary Search**

Jab tum **cumulative sum** ka use karke **binary search** se kuch threshold find karte ho

Problem Type	Leetcode Examples
Minimum speed to eat bananas	◆ 875 – Koko Eating Bananas (with prefix-like logic)
Min days to make bouquet	◆ 1482 – Minimum Number of Days to Make m Bouquets

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 **Summary Table: Prefix Sum Variations**

Pattern Type	Example Problems
1D prefix + subarray sum	560, 974, 209
Hashmap + prefix for count	560, 930, 1248
2D prefix sum (matrix)	304, 1074
Difference array (range updates)	1109, 370
Prefix on strings	1177, 1456
Prefix XOR/product	1310, 238
Prefix + sliding window	2090, 643
Prefix + binary search	875, 1482

## Kadane's Algorithm: Core Idea

Simple Kadane ka kaam hota hai:

"**Max sum of any contiguous subarray in O(n) time**"

cpp

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```
int maxSubArray(vector<int>& nums) {  
    int currSum = nums[0], maxSum = nums[0];  
  
    for (int i = 1; i < nums.size(); i++) {  
  
        currSum = max(nums[i], currSum + nums[i]);  
  
        maxSum = max(maxSum, currSum);  
    }  
  
    return maxSum;  
}
```

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## Kadane's Algorithm Variations (with Problem Examples)

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### ◆ 1. Basic Kadane – Maximum Subarray Sum

Type	Examples
Basic version	◆ Leetcode 53 – Maximum Subarray
Max subarray with indices	◆ Track start and end index manually

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### ◆ 2. Kadane with All Negative Elements

Basic Kadane works here too, but initialize carefully (`currSum = maxSum = nums[0]`)

Type	Examples
All elements negative	◆ Edge case for Leetcode 53
Return empty array if <code>maxSum &lt; 0</code>	◆ Custom handling required

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### ◆ 3. Kadane on Circular Array

Circular array mein max sum ya to normal hoga ya fir `totalSum - minSubarraySum`

Type	Examples
Max sum in circular array	◆ Leetcode 918 – Maximum Sum Circular Subarray
<hr/>	
◆ 4. Kadane with Size Constraint (Fixed or Min/Max Length)	
Kadane doesn't directly apply — combine it with sliding window or prefix sum	
Type	Examples
Fixed size k	◆ Leetcode 643 – Max Average Subarray I
Minimum size subarray with sum $\geq$ target	◆ Leetcode 209 – Minimum Size Subarray Sum
<hr/>	
◆ 5. Kadane with 2D Matrix (Max Submatrix Sum)	
Treat each pair of rows as 1D array and apply Kadane	
Type	Examples
Max submatrix sum	◆ Leetcode 363 – Max Sum of Rectangle No Larger Than K
Max rectangle sum (brute + kadane)	◆ InterviewBit / GFG variant problems
<hr/>	
◆ 6. Kadane with Deletion / Modification Allowed	
Jab ek element delete karne ya modify karne ka option ho	
Type	Examples
Max subarray sum with one deletion	◆ Leetcode 1186 – Maximum Subarray Sum with One Deletion
Max sum after at most one flip	◆ GFG – Flip bits to maximize 1s
<hr/>	
◆ 7. Kadane with XOR / Bitwise Modifications	
Jab normal sum ke jagah XOR use karna ho (not direct Kadane, but inspired pattern)	
Type	Examples
Max XOR subarray	◆ GFG – Maximum XOR Subarray
Max product subarray	◆ Leetcode 152 – Maximum Product Subarray (similar but needs 2 vars: max & min)

#### ◆ 8. Kadane with Non-Contiguous Element Selection

Jab elements contiguous nahi hote but sum maximize karna hai

Type	Examples
Max sum with no adjacent elements	◆ House Robber – Leetcode 198
Max sum in non-adjacent subarrays	◆ GFG – Maximum sum such that no two elements are adjacent

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#### Summary Table: Kadane's Variations

Pattern Type	Problem Examples
Basic subarray sum	Leetcode 53
All negatives	Leetcode 53 edge case
Circular subarray	Leetcode 918
Size constraint	Leetcode 209, 643
2D matrix version	Leetcode 363
One deletion / flip allowed	Leetcode 1186, GFG Flip Bits
Kadane with XOR / Product variation	Leetcode 152, Max XOR Subarray (GFG)
Non-contiguous max sum	Leetcode 198 (House Robber), GFG variants

## Hashing (HashMap / HashSet): Complete Variations Breakdown

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### ◆ 1. Frequency Counting (Most Common Use of HashMap)

Jab tumhe kisi array ya string me **element ya character ki frequency nikalni ho**

Problem Type	Leetcode Examples
Count character frequency	◆ 387 – First Unique Character in a String
Anagrams check	◆ 242 – Valid Anagram
Top K frequent elements	◆ 347 – Top K Frequent Elements
Majority element (frequency > n/2)	◆ 169 – Majority Element
Group anagrams	◆ 49 – Group Anagrams

Can be used with:

- **unordered\_map<T, int>** (in C++)
  - **map** if sorting is needed
- 

### ◆ 2. Subarrays with Given Sum (Prefix Sum + HashMap)

Jab tumhe subarrays dhoondhne ho **jinka sum target ke equal ho**, including **negatives**

Problem Type	Leetcode Examples
Count of subarrays with sum K	◆ 560 – Subarray Sum Equals K
Binary subarrays with sum	◆ 930 – Binary Subarrays With Sum
Subarrays divisible by K	◆ 974 – Subarray Sums Divisible by K
Count nice subarrays (with k odd numbers)	◆ 1248 – Count Number of Nice Subarrays

Use prefix sum + hash map:

cpp

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```
unordered_map<int, int> prefixFreq;
prefixFreq[0] = 1; // base case
int sum = 0, count = 0;
for (int i : nums) {
```

```

        sum += i;
        count += prefixFreq[sum - k];
        prefixFreq[sum]++;
    }

```

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#### ◆ 3. HashSet for Duplicates / Uniqueness

Jab tumhe kisi element ka **duplicate** ya **presence** check karna ho

Problem Type	Leetcode Examples
Contains duplicate	◆ 217 – Contains Duplicate
Happy number	◆ 202 – Happy Number
Longest consecutive sequence	◆ 128 – Longest Consecutive Sequence
Check if array is permutation	◆ GFG – Check if array contains all elements from 1 to n

Use `unordered_set<T>` to store seen elements in O(1) time.

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#### ◆ 4. Hashing in Sliding Window (Character Frequency)

Mostly used for **anagrams**, **smallest window**, and **fixed-length substring checks**

Problem Type	Leetcode Examples
Find all anagrams in string	◆ 438 – Find All Anagrams in a String
Minimum window substring	◆ 76 – Minimum Window Substring
Check inclusion (permutation)	◆ 567 – Permutation in String

Use 2 hashmaps: need and window, and two pointers.

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#### ◆ 5. Hashing with Index Mapping

Jab tumhe kisi element ka **last seen index** ya **position** store karna ho

Problem Type	Leetcode Examples
Two sum	◆ 1 – Two Sum
Longest substring without repeat	◆ 3 – Longest Substring Without Repeating Characters
Subarray sum equals k (tracking index)	◆ 560 variant

Problem Type	Leetcode Examples
Count substrings with equal 0s and 1s	◆ GFG variant – Equal 0s and 1s
<hr/>	
◆ <b>6. Hashing in 2D Grids or Pairs</b>	
Jab tum grid ko row-wise hash karo ya pair ko track karo	
Problem Type	Leetcode Examples
Equal row and column pairs	◆ 2352 – Equal Row and Column Pairs
Count number of pairs with sum	◆ 1, 170 – Two Sum III
Custom hashing for pair of coordinates	◆ Hash<pair<int, int>> in unordered_map
<hr/>	
◆ <b>7. Hashing for Mathematical Reductions</b>	
Jab tum <b>ratios, gcd, remainders</b> , etc. ko hash karke count karte ho	
Problem Type	Leetcode Examples
Boomerang count	◆ 447 – Number of Boomerangs
Fraction simplification	◆ Custom problems (Hash slope as key)
Subarrays with same remainder	◆ 974 – Subarray Sums Divisible by K
<hr/>	
 <b>Summary Table: Hashing Patterns</b>	
Variation Type	Leetcode Problems
Frequency count	242, 387, 169, 347, 49
Subarrays with sum using prefix	560, 930, 974, 1248
HashSet for uniqueness	217, 202, 128
Sliding window with hash	76, 438, 567
Index-based hashing	1, 3, GFG – equal 0s/1s
Grid/pair hashing	2352, pair hashing problems
Hash with math	447, 974, slope/hash ratio problems

## **Binary Search: Complete Pattern Coverage (with Variations)**

Yahaan maine har **binary search pattern** ko **examples ke saath** cover kiya hai:

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### ◆ 1. Classic Binary Search (Sorted Array, Find Target)

Problem Type	Examples
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Find target index	◆ Leetcode 704 – Binary Search
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Find insert position	◆ Leetcode 35 – Search Insert Position
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First or last occurrence	◆ Leetcode 34 – Find First and Last Position of Element in Sorted Array
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### ◆ 2. Binary Search on Rotated Sorted Array

Problem Type	Examples
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Search in rotated array	◆ Leetcode 33 – Search in Rotated Sorted Array
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With duplicates	◆ Leetcode 81 – Search in Rotated Sorted Array II
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### ◆ 3. Binary Search for Answer (Search Space Optimization)

Jab input sorted nahi hota, lekin tumhare paas ek **range** hoti hai jisme se answer nikalna hota hai — usually min/max value ya capacity

Problem Type	Examples
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Min capacity to ship packages in D days	◆ Leetcode 1011 – Capacity To Ship Packages Within D Days
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Koko eating bananas	◆ Leetcode 875 – Koko Eating Bananas
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Min number of days to make m bouquets	◆ Leetcode 1482 – Minimum Number of Days to Make m Bouquets
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Allocate books / painters partition	◆ Leetcode 410 – Split Array Largest Sum
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### ◆ 4. Binary Search in 2D Matrix

Problem Type	Examples
Matrix as 1D array	◆ Leetcode 74 – Search a 2D Matrix
Matrix with row-wise + column-wise sorted	◆ Leetcode 240 – Search a 2D Matrix II

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#### ◆ 5. Binary Search on Answers With Predicate Function (YES/NO questions)

Tum answer ko **check()** function se validate karte ho

Problem Type	Examples
Smallest distance pair	◆ Leetcode 719 – Find K-th Smallest Pair Distance
Aggressive cows (on SPOJ)	◆ Find max minimum distance between stalls
Minimum time to paint boards	◆ Leetcode 1578 Variant – with painters & boards

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#### ◆ 6. Lower Bound / Upper Bound Based Search

Problem Type	Examples
Lower bound of target	◆ Leetcode 34 (again)
Count elements < target	◆ Leetcode 300 – Longest Increasing Subsequence (uses lower_bound)

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#### ◆ 7. Binary Search with Bit Manipulation / Custom Condition

Problem Type	Examples
Find single non-duplicate element	◆ Leetcode 540 – Single Element in a Sorted Array
Peak element	◆ Leetcode 162 – Find Peak Element
Find mountain peak	◆ Leetcode 852 – Peak Index in a Mountain Array
Min element in rotated sorted array	◆ Leetcode 153, 154 (with duplicates)

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#### Quick Summary: Binary Search Patterns

Pattern Type	Example Problems
Classic (sorted array)	704, 35, 34
Rotated sorted array	33, 81

<b>Pattern Type</b>	<b>Example Problems</b>
Search on answer space	875, 1011, 410, 1482
Binary search in 2D matrix	74, 240
Predicate/decision-based	719, Aggressive Cows, Paint Boards
Lower/upper bound usage	34, 300
With bit tricks/custom condition	540, 162, 153, 154

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## **Linked List: Complete Pattern Coverage**

### **Basics:**

- **Node structure** – val, next, (sometimes prev)
  - **Traversal, insertion, deletion**
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### ◆ **1. Reversal Variants (Most Common Pattern)**

Variation Type	Leetcode Problems
Reverse entire list	◆ 206 – Reverse Linked List
Reverse first k nodes	◆ 92 – Reverse Linked List II
Reverse in k-group	◆ 25 – Reverse Nodes in k-Group
Reverse alternate k-group	◆ GFG/Custom Variant

 Key Concept: 3-pointer approach (prev, curr, next)

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### ◆ **2. Cycle Detection & Removal**

Variation Type	Leetcode Problems
Detect cycle	◆ 141 – Linked List Cycle
Find starting node of cycle	◆ 142 – Linked List Cycle II
Remove loop	◆ GFG – Remove loop in Linked List

 Use **Floyd's Tortoise and Hare Algorithm**

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### ◆ **3. Palindrome / Middle / Length Based**

Variation Type	Leetcode Problems
Find middle node	◆ 876 – Middle of the Linked List
Check if palindrome	◆ 234 – Palindrome Linked List
Split into parts	◆ 725 – Split Linked List in Parts

 Mostly use **fast and slow pointer** or **stack + two pointer**

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#### ◆ 4. Merge / Sort / Rearrangement

Variation Type	Leetcode Problems
Merge two sorted lists	◆ 21 – Merge Two Sorted Lists
Merge k sorted lists	◆ 23 – Merge k Sorted Lists (heap)
Sort linked list	◆ 148 – Sort List (merge sort)
Rearrange list alternately	◆ 143 – Reorder List
Zig-zag rearrange	◆ GFG variant

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#### ◆ 5. Add / Multiply Numbers as Lists

Variation Type	Leetcode Problems
Add two numbers (normal order)	◆ 2 – Add Two Numbers
Add two numbers (reverse order)	◆ 445 – Add Two Numbers II
Multiply two numbers	◆ GFG variant – Multiply Linked Lists

👉 Convert to integers or use **stack-based reverse addition**

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#### ◆ 6. Deletion / Duplication / Remove Nodes

Variation Type	Leetcode Problems
Delete node in O(1)	◆ 237 – Delete Node in a Linked List
Remove nth node from end	◆ 19 – Remove N-th Node From End of List
Remove duplicates	◆ 83, 82 – Remove Duplicates from Sorted List
Delete all occurrences	◆ GFG variant

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#### ◆ 7. Intersection / Merge Point / Loop Joining

Variation Type	Leetcode Problems
Intersection of two lists	◆ 160 – Intersection of Two Linked Lists
Merge point in Y-shaped list	◆ GFG – Find merge point of two lists

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Variation Type	Leetcode Problems
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Find overlapping node	◆ Custom problems
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👉 Use length difference method or HashSet

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◆ 8. Copy Linked List with Random Pointers

Variation Type	Leetcode Problems
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Clone list with random pointer	◆ 138 – Copy List with Random Pointer
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👉 Use hashmap or interleaving nodes trick

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◆ 9. Doubly & Circular Linked List

Variation Type	Platform
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Insert/Delete at head/tail	◆ GFG – Doubly Linked List
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Circular traversal / insertion	◆ GFG – Circular List insertion
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LRU Cache (Doubly + Map)	◆ 146 – LRU Cache
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◆ 10. Flatten / Deep Structures

Variation Type	Leetcode Problems
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Flatten multilevel doubly list	◆ 430 – Flatten a Multilevel Doubly Linked List
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Flatten binary tree to list	◆ 114 – Flatten Binary Tree to Linked List
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👉 Use recursion or stack

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🧠 Summary Table

Pattern Type	Examples / Leetcode
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Reverse variants	206, 92, 25
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Cycle detection	141, 142
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Palindrome / middle	234, 876
---------------------	----------

Merge / sort	21, 23, 148
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<b>Pattern Type</b>	<b>Examples / Leetcode</b>
Add/multiply numbers	2, 445
Delete / duplicates	19, 237, 82
Intersection / merge point	160, GFG
Copy list with random pointer	138
Doubly/circular list	146 (LRU), GFG
Flatten structure	430, 114

## Stacks & Queues: Complete Variations for Interview

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### ◆ 1. Basic Stack / Queue Operations

Problem Type	Leetcode / GFG Examples
--------------	-------------------------

Implement stack using queues	◆ 225 – Implement Stack using Queues
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Implement queue using stacks	◆ 232 – Implement Queue using Stacks
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Design circular queue	◆ 622 – Design Circular Queue
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Custom queue using linked list	◆ GFG – Queue using LL
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### ◆ 2. Next Greater / Smaller Element (Monotonic Stack)

👉 Most important category — used in arrays, histograms, stock span, etc.

Problem Type	Leetcode / GFG Examples
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Next Greater Element	◆ 496 – NGE I, ◆ 503 – NGE II
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Next Smaller Element	◆ GFG – NLE / NSE
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Stock span problem	◆ GFG – Stock Span
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Largest rectangle in histogram	◆ 84 – Largest Rectangle in Histogram
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Max area in binary matrix	◆ 85 – Maximal Rectangle
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Daily Temperatures	◆ 739 – Daily Temperatures
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Asteroid Collision	◆ 735 – Asteroid Collision
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👉 Use **monotonic stack** (increasing or decreasing)

👉 Push indices instead of values when needed

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### ◆ 3. Infix / Postfix / Prefix Evaluation

Interview favorite from classical DSA

Problem Type	Leetcode / GFG Examples
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Evaluate postfix	◆ GFG – Evaluate Postfix Expression
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Evaluate prefix	◆ GFG – Evaluate Prefix
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Problem Type	Leetcode / GFG Examples
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Infix to postfix / prefix      ◊ GFG – Infix to Postfix

Evaluate infix expression      ◊ GFG – Infix Evaluation

👉 Use stack for both **operands and operators**

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◆ **4. Min/Max Stack Design**

Problem Type	Leetcode Examples
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Design Min Stack      ◊ 155 – Min Stack

Design Max Stack      ◊ GFG / Custom

Get minimum in O(1)      ◊ 155 – Min Stack

👉 Use extra stack for tracking min/max

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◆ **5. Balanced Parentheses / Valid Expressions**

Problem Type	Leetcode Examples
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Valid parentheses      ◊ 20 – Valid Parentheses

Minimum add to make valid      ◊ 921 – Minimum Add to Make Parentheses Valid

Longest valid parentheses      ◊ 32 – Longest Valid Parentheses

Remove invalid parentheses      ◊ 301 – Remove Invalid Parentheses

👉 Stack + counter logic

👉 Sometimes BFS for multiple valid outputs (301)

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◆ **6. Sliding Window using Deque (Monotonic Queue)**

Very efficient for **max/min in fixed size window**

Problem Type	Leetcode Examples
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Sliding window max      ◊ 239 – Sliding Window Maximum

First negative in every window      ◊ GFG – First Negative Integer

Sliding window min/max      ◊ GFG Variants

👉 Use **deque** to maintain max/min window

---

## ◆ 7. Queue Variants (Circular, Monotonic, Two Queues)

### Problem Type      Leetcode / GFG Examples

Circular queue      ◆ 622 – Design Circular Queue

Monotonic queue      ◆ 1425 – Constrained Subsequence Sum

Queue using 2 stacks      ◆ 232 – Queue Using Stacks

---

## ◆ 8. LRU Cache / LFU Cache (Deque + Hashmap)

Most common real-world stack/queue combo question

### Problem Type Leetcode Examples

LRU Cache      ◆ 146 – LRU Cache

LFU Cache      ◆ 460 – LFU Cache

👉 Use `unordered_map` + `doubly linked list` for O(1) operations

---

## ◆ 9. Stack for Recursion Simulation / Iterative DFS

### Problem Type      Leetcode / GFG Examples

Flatten binary tree to list      ◆ 114 – Flatten Binary Tree

Binary tree inorder traversal      ◆ 94 – Inorder Iterative

Evaluate expression tree      ◆ Custom

Tower of Hanoi (stack-based)      ◆ GFG variant

---

## ◆ 10. Custom Stack / Queue Design

### Problem Type      Leetcode Examples

Implement Stack With Increment      ◆ 1381 – Design a Stack With Increment

Custom queue operations      ◆ 641 – Design Circular Deque

---

 **Summary Table**

<b>Pattern</b>	<b>Key Problems</b>
Monotonic Stack (NGE/NSE)	496, 503, 739, 84
Infix/Postfix Evaluation	GFG classic
Min/Max Stack	155, Custom
Valid Parentheses	20, 32, 301
Sliding Window (Deque)	239, GFG
Stack Using Queues / Vice Versa	225, 232
LRU / LFU Cache	146, 460
Custom Stack Design	1381, 641

## Recursion + Backtracking: All Key Variations (with Leetcode Examples)

---

### ◆ 1. Subsets / Subsequence Pattern

→ Binary choice: include/exclude

Problem Type	Leetcode Examples
All subsets	◆ 78 – Subsets
Subsets with duplicates	◆ 90 – Subsets II
All subsequences (string or array)	◆ GFG – All Subsequences
K-sum subsets	◆ 416 – Partition Equal Subset Sum

👉 Pattern: pick / not pick approach

---

### ◆ 2. Permutations Pattern

→ Har position pe sab options try karo (swap or visited array)

Problem Type	Leetcode Examples
All permutations	◆ 46 – Permutations
Permutations with duplicates	◆ 47 – Permutations II
String permutations	◆ GFG – All Permutations of a string

👉 Use used[] or swap-based recursion

---

### ◆ 3. Combination / Combination Sum Pattern

→ Recursive + backtrack with for-loop

Problem Type	Leetcode Examples
Combination sum (repetition allowed)	◆ 39 – Combination Sum
Combination sum (no repetition)	◆ 40 – Combination Sum II
K-combinations	◆ 77 – Combinations
Letter combinations from digits	◆ 17 – Letter Combinations of Phone Number

👉 Backtrack inside loop, handle duplicates carefully

---

◆ **4. Palindrome / Partitioning Problems**

→ Break string in all possible valid ways

Problem Type	Leetcode Examples
Palindrome partitioning	◆ 131 – Palindrome Partitioning
Palindrome partitioning II (min cuts)	◆ 132 – Palindrome Partitioning II
Restore IP addresses	◆ 93 – Restore IP Addresses

---

◆ **5. Sudoku / Grid / Matrix-Based Backtracking**

→ Try all numbers/paths recursively

Problem Type	Leetcode Examples
Sudoku solver	◆ 37 – Sudoku Solver
N-Queens	◆ 51 – N-Queens
Rat in a Maze / Knight's Tour	◆ GFG variants
Word Search	◆ 79 – Word Search

---

◆ **6. Expression Building / Evaluate All Possibilities**

→ Backtrack with operators and partitions

Problem Type	Leetcode Examples
Add operators to form target	◆ 282 – Expression Add Operators
Diff ways to add parentheses	◆ 241 – Different Ways to Add Parentheses

---

◆ **7. Partitioning & Palindromic Problems**

→ Divide set/array/string recursively

---

Problem Type	Leetcode Examples
--------------	-------------------

Partition into k subsets    ◆ 698 – Partition to K Equal Sum Subsets

Palindromic partitions    ◆ 131 – Palindrome Partitioning

String segmentation    ◆ 139 – Word Break

---

#### ◆ 8. Path-Finding in Grid / Maze

→ DFS recursion with direction movement

Problem Type	Leetcode Examples
--------------	-------------------

Word search    ◆ 79 – Word Search

Unique paths III    ◆ 980 – Unique Paths III

Rat in maze    ◆ GFG – Maze Problem

👉 Use dx[], dy[] for 4-way movement

---

#### ◆ 9. Generate Parentheses / Valid Expressions

→ Balanced recursion with open/close count

Problem Type	Leetcode Examples
--------------	-------------------

Generate valid parentheses    ◆ 22 – Generate Parentheses

Remove invalid parentheses    ◆ 301 – Remove Invalid Parentheses

Generate binary strings    ◆ GFG variants

---

#### ◆ 10. Backtracking with Bitmask (Advanced)

→ Use bits to track state

Problem Type	Leetcode Examples
--------------	-------------------

Count arrangements    ◆ 526 – Beautiful Arrangement

Tiling problem    ◆ 790 – Domino and Tromino Tiling

Matchsticks to square    ◆ 473 – Matchsticks to Square

---

 **Summary Table**

Pattern Type	Key Problems
Subsets / Subsequences	78, 90
Permutations	46, 47
Combination Sum	39, 40, 77
Palindromic Partition	131, 132
Sudoku / N-Queens	37, 51
Expression Add	282, 241
Partition into Subsets	698
Word Search / Grid	79, 980
Generate Parentheses	22, 301
Bitmasking + Recursion	473, 526

## Dynamic Programming (DP): All Important Patterns & Variations

---

### ◆ 1. Fibonacci / Climbing Stairs (1D DP)

➡ Most basic form —  $dp[i] = dp[i-1] + dp[i-2]$

Problem Type	Leetcode Examples
--------------	-------------------

Climbing Stairs	◆ 70 – Climbing Stairs
-----------------	------------------------

Frog Jump	◆ GFG / Custom
-----------	----------------

Min Cost Climbing Stairs	◆ 746 – Min Cost Climbing Stairs
--------------------------	----------------------------------

House Robber (gap DP)	◆ 198 – House Robber
-----------------------	----------------------

---

### ◆ 2. 0/1 Knapsack Pattern

➡ Choice to **pick or not pick** items

Problem Type	Leetcode / GFG
--------------	----------------

0/1 Knapsack	◆ GFG – Classic
--------------	-----------------

Subset sum	◆ GFG – Subset Sum
------------	--------------------

Partition equal subset sum	◆ 416
----------------------------	-------

Count of subset sum	◆ GFG
---------------------	-------

👉 Recursive → Memo → Tabulation → Space Optimized

---

### ◆ 3. Unbounded Knapsack Pattern

➡ Infinite supply of items

Problem Type	Leetcode / GFG
--------------	----------------

Coin change (min coins)	◆ 322
-------------------------	-------

Coin change (total ways)	◆ 518
--------------------------	-------

Rod cutting	◆ GFG – Rod Cutting
-------------	---------------------

Complete knapsack	◆ GFG variants
-------------------	----------------

---

- ◆ **4. Subsequence-Based DP (LCS, LIS, etc.)**

➡ Compare two strings or indices

Problem Type	Leetcode
--------------	----------

Longest Common Subsequence (LCS)	◆ 1143
----------------------------------	--------

Longest Palindromic Subseq	◆ 516
----------------------------	-------

Longest Increasing Subsequence	◆ 300
--------------------------------	-------

Edit Distance	◆ 72
---------------	------

Delete Operation for Two Strings	◆ 583
----------------------------------	-------

Min insertions to make palindrome	◆ 1312
-----------------------------------	--------

👉 Use  $dp[i][j] \rightarrow$  strings/index combos

👉 Can convert to 1D for LIS

---

- ◆ **5. Matrix DP (2D Grids)**

➡ DP on grids → directions: right/down or 4-way

Problem Type	Leetcode
--------------	----------

Unique Paths	◆ 62, 63
--------------	----------

Minimum Path Sum	◆ 64
------------------	------

Maximal Square	◆ 221
----------------	-------

Cherry Pickup	◆ 741
---------------	-------

Grid with obstacles	◆ 63
---------------------	------

Gold Mine Problem	◆ GFG
-------------------	-------

---

- ◆ **6. Palindromic DP**

➡ Substring-based DP + palindrome check

Problem Type	Leetcode
--------------	----------

Palindrome Partitioning II	◆ 132
----------------------------	-------

Problem Type	Leetcode
Longest Palindromic Subsequence	◆ 516
Count palindromic substrings	◆ 647
Longest Palindromic Substring	◆ 5

---

#### ◆ 7. Partition / Subset DP

- Divide array/string into valid parts

Problem Type	Leetcode
Word Break	◆ 139
Partition Equal Subset Sum	◆ 416
Palindrome Partitioning II	◆ 132
Array Partition	◆ GFG variants

---

#### ◆ 8. Digit DP / Bitmask DP (Advanced)

- Use bitmasking for subset states, or digit limits

Problem Type	Leetcode
Matchsticks to Square	◆ 473
Count numbers with unique digits	◆ 357
Tiling problem	◆ 790
Beautiful Arrangement	◆ 526
Traveling Salesman	◆ GFG – Bitmasking DP

---

#### ◆ 9. Game Theory / MinMax DP

- DP[i][j] represents best score from i to j

Problem Type	Leetcode
Predict the Winner	◆ 486
Stone Game	◆ 877

---

Problem Type	Leetcode
--------------	----------

Burst Balloons	♦ 312
----------------	-------

Removal Game	♦ GFG
--------------	-------

---

- ◆ **10. Tree DP (on N-ary or binary trees)**

→ Apply DP in postorder fashion

Problem Type	Leetcode
--------------	----------

House Robber III	♦ 337
------------------	-------

Diameter of Binary Tree	♦ 543
-------------------------	-------

Max path sum in tree	♦ 124
----------------------	-------

Longest ZigZag Path	♦ 1372
---------------------	--------

---

- ◆ **11. DP with State Compression (Advanced)**

→ Track states in compressed form

Problem Type	Leetcode
--------------	----------

Paint House	♦ 256, 265
-------------	------------

Job Scheduling	♦ 1235
----------------	--------

Domino and Tromino Tiling	♦ 790
---------------------------	-------

Super Egg Drop	♦ 887
----------------	-------

---

 **Summary Table**

Pattern	Key Problems
---------	--------------

Fibonacci/1D	70, 746
--------------	---------

0/1 Knapsack	416, GFG
--------------	----------

Unbounded Knapsack	322, 518
--------------------	----------

Subsequence (LCS/LIS)	1143, 300
-----------------------	-----------

Matrix/Grid DP	62, 64
----------------	--------

Pattern	Key Problems
Palindromic	5, 516, 647
Subset/Partition	139, 416
Bitmask/Digit DP	473, 357
Game Theory	486, 877, 312
Tree DP	337, 124
State Compression	790, 887

---

### Practice Strategy

1. Start with **1D → 2D → LCS/LIS → Grid DP**
  2. Master **Knapsack (0/1 + Unbounded)**
  3. Learn **DP on Strings, Partitions, and Palindromes**
  4. Finally try **Game DP, Bitmasking & Tree DP**
- 

### Bonus Tip:

Har DP question me pehle ye 4 cheeze identify karo:

1. **State** ( $dp[i]$ ,  $dp[i][j]$  etc.)
2. **Choice** (pick/skip, move right/down, etc.)
3. **Base case**
4. **Transition / Recurrence Relation**

## Greedy Algorithms – All Important Patterns & Variations

---

### ◆ 1. Activity / Interval Scheduling Problems

→ Sort intervals by end/start time and pick non-overlapping ones

Problem Type	Leetcode
--------------	----------

Activity Selection	♦ GFG – Classic
--------------------	-----------------

Non-overlapping Intervals	♦ 435
---------------------------	-------

Minimum number of arrows	♦ 452
--------------------------	-------

Meeting Rooms I/II	♦ 252, 253
--------------------	------------

Merge Intervals (greedy + sort)	♦ 56
---------------------------------	------

👉 Sort + Choose max activities without clash

---

### ◆ 2. Jump Game Type

→ Maximize reach at each index

Problem Type	Leetcode
--------------	----------

Jump Game I (can reach end)	♦ 55
-----------------------------	------

Jump Game II (min jumps)	♦ 45
--------------------------	------

Minimum number of platforms	♦ GFG
-----------------------------	-------

👉 Use farthest variable to track max reachable index

---

### ◆ 3. Minimum Number of Operations / Steps

→ Minimize steps with best greedy choice

Problem Type	Leetcode
--------------	----------

Gas Station Circuit	♦ 134
---------------------	-------

Candy Distribution	♦ 135
--------------------	-------

Monotone Increasing Digits	♦ 738
----------------------------	-------

---

Problem Type	Leetcode
--------------	----------

Remove K Digits	◆ 402
-----------------	-------

👉 Many problems reduce to “do optimal now” logic

---

- ◆ **4. Huffman Encoding / Optimal Merge Pattern**

- ➡ Minimize cost using heap/priority queue

Problem Type	Leetcode
--------------	----------

Huffman Coding	◆ GFG
----------------	-------

Minimum cost to connect ropes	◆ GFG
-------------------------------	-------

Merge files at min cost	◆ GFG variants
-------------------------	----------------

👉 Use min-heap for lowest cost pairwise merge

---

- ◆ **5. Greedy + Sorting Problems**

- ➡ Sort first and apply greedy logic

Problem Type	Leetcode
--------------	----------

Assign Cookies	◆ 455
----------------	-------

Boats to Save People	◆ 881
----------------------	-------

Bag of Tokens	◆ 948
---------------	-------

Two City Scheduling	◆ 1029
---------------------	--------

👉 Sorting opens up greedy opportunity

---

- ◆ **6. Greedy + Heap (Priority Queue)**

- ➡ Pick best option available at the moment

Problem Type	Leetcode
--------------	----------

IPO	◆ 502
-----	-------

Task Scheduler	◆ 621
----------------	-------

Reorganize String	◆ 767
-------------------	-------

## Problem Type    Leetcode

Frequency Stack    ◆ 895

👉 Max-heaps often used for choosing largest freq/value

---

### ◆ 7. Coin Change Type (Classic Greedy)

➡ Use highest denomination first

## Problem Type                          Leetcode

Coin Change (greedy fails)              ◆ 322 (DP required)

Valid greedy coin systems              ◆ GFG

Minimum coins (valid denominations only)    ◆ GFG

✖ Greedy works only when coin denominations follow **canonical system**

---

### ◆ 8. Fractional Knapsack (Not 0/1)

➡ Take maximum value per weight unit

## Problem Type                            Leetcode / GFG

Fractional Knapsack              ◆ GFG

Fractional Job Scheduling    ◆ GFG

👉 Sort by value/weight, take partial if needed

---

### ◆ 9. Greedy in Strings / Lexicographical

➡ Remove characters to get smallest or largest string

## Problem Type                            Leetcode

Remove K Digits              ◆ 402

Smallest Subsequence of Distinct Chars    ◆ 1081

Lexicographically Smallest Subsequence    ◆ 316

Construct K Palindrome Strings              ◆ 1400

---

## ◆ 10. Scheduling Jobs / Tasks / Intervals

→ Assign jobs in such a way that cost/time is minimized

### Problem Type      Leetcode

Job Sequencing Problem    ◆ GFG

Course Schedule III       ◆ 630

Task Scheduler              ◆ 621

Meeting Rooms II          ◆ 253

---

### 🧠 Summary Table

#### Pattern      Key Problems

Interval Scheduling      435, 452, 252

Jump Game                 45, 55

Min Steps                 135, 134, 738

#### Huffman/Optimal Merge GFG

Greedy + Sort            455, 1029

Greedy + Heap            621, 502, 767

Coin Change                322, GFG

Fractional Knapsack    GFG

Lexicographical Greedy   316, 402

Job Scheduling            630, 253

---

### ✓ Practice Strategy

1. Master **Activity/Interval scheduling** (sort + select)
  2. Learn **Jump Game & Min Steps** logic
  3. Understand **greedy heap use cases**
  4. Try **Huffman / fractional knapsack**
  5. Explore **Greedy in strings and task assignment**
-

👉 **Pro Tip:** Greedy tabhi kaam karta hai jab har local optimal choice se global optimal ban sakta ho.  
Greedy ≠ always correct → **proof / counterexample** dekhna zaroori hai (specially in coin change).

## Trees – Har Important Variation aur Pattern (Interview Focused)

---

### ◆ 1. Tree Traversals (Recursive + Iterative)

→ DFS (Pre, In, Post), BFS (Level Order)

#### Traversal Type                      Leetcode Problems

Preorder	◆ 144 – Binary Tree Preorder Traversal
Inorder	◆ 94 – Binary Tree Inorder Traversal
Postorder	◆ 145 – Postorder Traversal
Level Order	◆ 102 – Level Order Traversal
Zigzag Level Order	◆ 103
Iterative Inorder/Postorder	◆ 94, 145

### ◆ 2. Binary Search Tree (BST) Based

→ Leverage left < root < right

#### Problem Type                      Leetcode

Validate BST	◆ 98
Lowest Common Ancestor (BST)	◆ 235
Search in BST	◆ 700
Insert/Delete in BST	◆ 701, 450
Kth Smallest Element	◆ 230
Convert Sorted Array/List to BST	◆ 108, 109

### ◆ 3. Tree Path Sum Problems

→ Path from root to node or node-to-node

#### Problem Type                      Leetcode

Path Sum I / II	◆ 112, 113
-----------------	------------

Problem Type	Leetcode
Binary Tree Maximum Path Sum	◆ 124
Sum Root to Leaf Numbers	◆ 129
Count Paths Sum = k	◆ 437

---

◆ **4. Tree Views (Left, Right, Top, Bottom)**

→ BFS or DFS with column/depth tracking

Problem Type	Leetcode
Right View	◆ 199
Left View	◆ GFG
Top View	◆ GFG
Bottom View	◆ GFG
Vertical Order Traversal	◆ 987

---

◆ **5. Diameter, Height, Balanced Tree**

→ Use postorder for height-based logic

Problem Type	Leetcode
Diameter of Binary Tree	◆ 543
Height / Depth	◆ 104, 111
Is Balanced Binary Tree	◆ 110
Min Depth of Binary Tree	◆ 111

---

◆ **6. Tree Reconstruction (Build Tree)**

→ Build from inorder + preorder/postorder

Problem Type	Leetcode
Construct Binary Tree from Pre + Inorder	◆ 105
Construct from In + Postorder	◆ 106

Problem Type	Leetcode
Serialize + Deserialize Binary Tree	◆ 297
<hr/>	
◆ 7. Mirror, Symmetry, Invert Tree	
→ Use simple DFS	
Problem Type	Leetcode
Invert Binary Tree	◆ 226
Symmetric Tree	◆ 101
Check Mirror Tree	◆ GFG
<hr/>	
◆ 8. Ancestors, LCA (Binary Tree + BST)	
→ Path tracing or recursive LCA	
Problem Type	Leetcode
Lowest Common Ancestor in BST	◆ 235
LCA in Binary Tree	◆ 236
All Ancestors of Node	◆ GFG
<hr/>	
◆ 9. Morris Traversal (O(1) space)	
→ Advanced, for interview edge	
Problem Type	Leetcode
Morris Inorder Traversal	◆ Concept
Recover Binary Search Tree	◆ 99
<hr/>	
◆ 10. Tree to Linked List / Flattening	
→ Inorder or Preorder flattening	
Problem Type	Leetcode
Flatten Binary Tree to Linked List	◆ 114

Problem Type	Leetcode
Convert BST to Greater Tree	◆ 538
Convert BST to DLL	◆ GFG

---

◆ **11. Tree DP (Postorder DP on Tree)**

→ DP on children → parent

Problem Type	Leetcode
House Robber III	◆ 337
Longest Zigzag Path in Tree	◆ 1372
Maximum Depth of N-ary Tree	◆ 559
Diameter of N-ary Tree	◆ GFG
Distribute Coins in Binary Tree	◆ 979

---

◆ **12. Binary Tree Coloring / Game Theory**

→ Strategy + Tree traversal

Problem Type	Leetcode
Binary Tree Coloring Game	◆ 1145
Tree Coloring DP (advanced)	◆ GFG

---

 **Summary Table**

Pattern	Key Questions
Traversals	94, 144, 145, 102
BST	98, 235, 700
Path Sums	112, 124, 437
Views	199, 987
Diameter/Height	543, 104, 110
Reconstruction	105, 106, 297

Pattern	Key Questions
---------	---------------

Mirror/Inversion	101, 226
------------------	----------

LCA	235, 236
-----	----------

Morris Traversal	99
------------------	----

Flattening	114, 538
------------	----------

Tree DP	337, 979
---------	----------

Game Trees	1145
------------	------

---

### Practice Strategy

1. Start with **basic DFS/BFS and recursion**
  2. Master **BST-specific problems**
  3. Practice **LCA, path sums, diameter, height**
  4. Learn **views, reconstruction, flattening**
  5. Try **Tree DP** and **advanced Morris / Serialization**
- 

### Pro Tip:

Tree problems me mostly postorder DFS ya level order BFS ka variation use hota hai.

Dry run karna bahut helpful hota hai, especially in **LCA, path sum, tree DP** type problems.

## Graphs – Har Important Variation aur Pattern (Interview Focused)

---

### ◆ 1. Graph Traversal (DFS + BFS)

→ DFS aur BFS sabse basic aur widely used traversal techniques hain.

Problem Type	Leetcode
DFS Traversal	◆ 200 – Number of Islands
BFS Traversal	◆ 200 – Number of Islands
Path finding using BFS	◆ 1091 – Shortest Path in Binary Matrix
Detect Cycle in Graph	◆ GFG – Cycle Detection (DFS/BFS)
Connected Components	◆ 694 – Number of Distinct Islands

---

### ◆ 2. Shortest Path Algorithms

→ Dijkstra's, Bellman-Ford, Floyd-Warshall — Distances from one node to others.

Problem Type	Leetcode
Dijkstra's Shortest Path	◆ 743 – Network Delay Time
Bellman-Ford Algorithm	◆ 787 – Cheapest Flights Within K Stops
Floyd-Warshall	◆ GFG – Shortest Path All Pairs

---

### ◆ 3. Cycle Detection (Directed + Undirected)

→ DFS-based cycle detection (directed/undirected)

Problem Type	Leetcode
Cycle Detection in Directed Graph	◆ 267 – Palindrome Permutation II (Directed)
Cycle Detection in Undirected Graph	◆ GFG
Detect Cycle in Directed Graph (Topological Sort)	◆ 207 – Course Schedule II

---

### ◆ 4. Topological Sort (DAG)

→ Directed Acyclic Graph (DAG) me ordering of vertices

Problem Type	Leetcode
Topological Sort	◆ 207 – Course Schedule
Alien Dictionary	◆ 269
Task Scheduling (Kahn's Algorithm)	◆ 621 – Task Scheduler

---

◆ 5. Graph Coloring (Bipartite Check)

→ Check whether a graph is bipartite (2-colorable)

Problem Type	Leetcode
Bipartite Graph	◆ 785 – Is Graph Bipartite?
Graph Coloring	◆ GFG – Graph Coloring
Bipartite Matching	◆ GFG

---

◆ 6. Minimum Spanning Tree (MST)

→ Prim's and Kruskal's Algorithm for finding minimum spanning tree.

Problem Type	Leetcode
Kruskal's Algorithm	◆ GFG – MST using Kruskal's Algorithm
Prim's Algorithm	◆ GFG – MST using Prim's Algorithm
Minimum Cost to Connect All Points	◆ 1584

---

◆ 7. Union-Find / Disjoint Set Union (DSU)

→ Efficiently handle dynamic connectivity in a graph (using path compression & union by rank).

Problem Type	Leetcode
Number of Connected Components	◆ 323
Redundant Connection	◆ 684
Kruskal's MST (Union-Find)	◆ GFG
Account Merge	◆ 721
Connected Components in a Graph	◆ 323

---

- ◆ **8. Graph Search (BFS/DFS on Weighted Graphs)**

➡ **BFS/DFS with additional edge weights or constraints**

**Problem Type**                   **Leetcode**

**Shortest Path in Weighted Graph**   ◆ **743**

**Cheapest Flights within K Stops**   ◆ **787**

**Path with Maximum Probability**   ◆ **1514**

---

- ◆ **9. Finding Strongly Connected Components (SCC)**

➡ **Kosaraju's or Tarjan's Algorithm for finding SCCs in a directed graph.**

**Problem Type**                   **Leetcode**

**Strongly Connected Components (SCC)**   ◆ **GFG**

**Kosaraju's Algorithm**                   ◆ **GFG**

**Tarjan's Algorithm**                   ◆ **GFG**

---

- ◆ **10. Flood Fill / Connected Region Search**

➡ **Similar to DFS/BFS, but with an area to fill.**

**Problem Type**                   **Leetcode**

**Flood Fill**                   ◆ **733 – Flood Fill**

**Surrounded Regions**   ◆ **130 – Surrounded Regions**

**Number of Enclaves**   ◆ **1020**

---

- ◆ **11. Articulation Points & Bridges**

➡ **Identify critical nodes/edges whose removal increases graph's connected components.**

**Problem Type**                   **Leetcode**

**Articulation Points**   ◆ **GFG**

**Bridges in a Graph**   ◆ **GFG**

---

- ◆ **12. Traveling Salesman Problem (TSP)**

➡ Solve the problem using Brute Force / Dynamic Programming / Approximation.

Problem Type      Leetcode

Traveling Salesman   ◆ **329 – TSP Approximation**

---

 **Summary Table**

Pattern	Key Problems
DFS/BFS	<b>200, 1091</b>
Shortest Path	<b>743, 787</b>
Cycle Detection	<b>GFG (DFS)</b>
Topological Sort	<b>207, 269</b>
Graph Coloring	<b>785</b>
MST (Prim/Kruskal)	<b>GFG</b>
Union-Find (DSU)	<b>684, 721</b>
Weighted Graph Search	<b>743, 787</b>
SCC	<b>GFG, Kosaraju's</b>
Flood Fill	<b>733, 130</b>
Articulation Points	<b>GFG</b>
TSP	<b>329</b>

---

 **Practice Strategy**

1. Master DFS/BFS traversal.
  2. Learn Topological Sort and Cycle Detection techniques.
  3. Practice Minimum Spanning Tree (Prim/Kruskal) using Union-Find.
  4. Get comfortable with Bipartite Graph, MST, and Shortest Path algorithms.
  5. Practice problems on Graph Coloring, Flood Fill, SCC, and Articulation Points.
-

 **Pro Tip:**

**Graph problems me sabse zyada DFS/BFS base solution hota hai. Union-Find bhi bahut useful hai for connected components and MST problems.**

**Kosaraju and Tarjan's algorithms for SCC are often asked in advanced problems.**

