Topic	Category
Java Introduction, Features, Strcuture, Data Types	Fundamentals
Basic I/O, Operators	
Decision making and Control structures	
Introduction to Algorithms	Intro to Algorithms
Time & Space complexity-1.1	
Time & Space complexity-1.2	
Simple Sieve	Math based problems
Segmented & Incremental Sieve	
Euler's phi Algorithm	
Strobogrammatic Number	
Remainder Theorem	
Toggle the switch & Alice Apple tree	
Binary Palindrome	Biwise algorithms
Booth's Algorithm	
Euclid's Algorithm	
Karatsuba Algorithm	
Longest Sequence of 1 after flipping a bit	
Swap two nibbles in a byte	
Block Swap Algorithm	Arrays
Max product subarray	
Maximum sum of hour glass in matrix	
Max Equlibrium Sum	Searching
Leaders in array	
Majority element	
Lexicographically first palindromic string	Sorting
Natural Sort order	
Quick, Selection Sort	
Weightes substring	Strings
Move hyphen to beginning	
Manacher's Algorithm	
Sorted Unique Permutation	Recursion
Maneuvering	
Combination	
Josephus trap	
Maze Solving	Back tracking
N Queens	
Warnsdorff's Algorithm	
Hamiltonian Cycle	
Kruskal's Algorithm	Greedy Algorithm
Activity Selection Problem	
Graph Coloring	
Huffman Coding	
Networking	

Security	Interview Prep
Cryption Techniques	
Loop Detection	Linked list
Sort the bitonic DLL	
Segregate even & odd nodes in a LL	
Merge sort for DLL	
Minimum Stack	Stack
The Celebrity problem	
Iterative Tower of Hanoi	
Stock Span problem	
Priority Queue using DLL	Queue
Sort without extra Space	
Max Sliding Window	
Stack permutations	
Recover the BST	Trees
Views of tree	
Vertical order traversal	
Boundary traversal	
BFS, DFS	Graphs
Dial's Algorithm	
Bellman-Ford Algorithm	
Topological Sort	