1. Basic Concept
   1. Program 1.13: Program 1.11 with count statements 26
   2. Program 1.15: Program 1.12 with count statements added 27
   3. Program 1.17: Matrix addition with count statements 29
2. Arrays and Structures
   1. 1-dimension array addressing
   2. Structures and Unions
   3. Self-Referential Structures
   4. Polynomial Addition - data structure 1
   5. Polynomial Addition - data structure 2
   6. Transpose a Matrix
   7. Sparse Matrix Multiplication
3. Stacks and Queues
   1. Implementation stack: using array
   2. Implementation queue: using array
   3. Implementation queue: regard an array as a circular queue
   4. A Mazing Problem
   5. infix --> postfix
   6. infix --> prefix
   7. Multiple Stacks and Queues
4. Lists
   1. Pointer
   2. Singly Linked Lists
   3. Linked Stacks and Queues
   4. Algorithm for Adding Polynomials
   5. Equivalence Relations
   6. Linked Representation for Matrix
5. Trees
   1. \*Level and Depth
   2. Inorder Traversal
   3. Preorder Traversal
   4. Postorder Traversal
   5. Level Order Traversal
   6. Binary Trees
   7. Threaded BT
   8. Max Heap
   9. Binary Search Tree
   10. Winner tree
   11. Loser tree
6. Graphs
   1. Data Structures for Adjacency Lists
   2. Adjacency Multilists
   3. Adjacency Multlists
   4. Depth First Search
   5. Breadth First Search
   6. Spanning Tree
   7. Kruskal’s Algorithm
   8. Prim’s Algorithm
   9. Sollin’s Algorithm
   10. Dijkstra's algorithm
   11. Activity on Vertex (AOV) Network
   12. Activity on Edge (AOE) Networks
7. Sorting
   1. Sequential Search
   2. Binary search
   3. Bubble Sort
   4. Insertion Sort
   5. Quick Sort
   6. Merge Sort
   7. Heap Sort
   8. Radix Sort
   9. List Sorts
   10. Table Sorts