# C++

1. Why &how const? ([const c++](http://duramecho.com/ComputerInformation/WhyHowCppConst.html))
2. Functor(Function Objects) and function pointers and lambda function?
3. Generic Programming: Template,

# Algorithm

1. Pattern Searching: Naive approach; KMP; Rabin-Karp ( [Geekforgeek](http://www.geeksforgeeks.org/tag/pattern-searching/page/2/))
2. Fibonacci Number and dynamic programming: ClimbStairs
3. K-Sum: for 3-Sum and 3-Sum-Closest, the first loop should bounded at vector.size() - 2 since the last two elements has no more than two elements after them for computation of 2-Sum. Same is the case when K > 3, the first loop should bounded at vector.size() - K – 1.