1. Two Number Sum: use the set (dic for index) to store ele, and then find target-ele
2. Validate Subsequence: two pointers for two arrays
3. Sorted Squared Array: trick: left and right two pointers
4. Tournament Winner: use dic. Trick: use a currentwinner in the dic to store the ret
5. Non-Constructible Change: sort, and then keeping adding sum in a for loop
6. Find Closest Value in BST: closest value should be both the parameter and return value, only one path to go