

مبحث	زیر مبحث
1	<a href="#">Euclidian and extended Euclidian algorithm</a>
2	<a href="#">Modular arithmetic and modular inverse</a>
3	<a href="#">Prime generation (sieve and segmented sieve)</a>
4	<a href="#">Fermat's theorem</a>
5	<a href="#">Euler's Totient function</a>
6	<a href="#">Miller Rabin primality test</a>
7	<a href="#">Chinese remainder theorem</a>
8	<a href="#">Lucas theorem</a>
9	
10	<a href="#">Activity-selection problem</a>
11	<a href="#">Kruskal's algorithm</a>
12	<a href="#">Prim's algorithm</a>
13	<a href="#">Topcoder binary search</a>
14	<a href="#">Binary search</a>
15	<a href="#">Ubiquitous binary search — get a grasp of discrete and continuous binary search</a>
16	<a href="#">Linked lists</a>
17	<a href="#">Binary-search tree</a>
18	<a href="#">Binary-indexed tree or Fenwick tree</a>
19	<a href="#">Segment Tree (RMQ, range sum, and lazy propagation)</a>
20	<a href="#">Red-Black trees</a>
21	<a href="#">Hashing</a>
22	<a href="#">Extensive list of data structures</a>
23	<a href="#">Breadth-first search (BFS)</a>
24	<a href="#">Depth-first search (DFS)</a>
25	<a href="#">Shortest path from source to all vertices (Dijkstra)</a>

26	<a href="#"><u>Shortest path from every vertex to every other vertex (Floyd Warshall)</u></a>
27	<a href="#"><u>Minimum spanning tree (Prim)</u></a>
28	<a href="#"><u>Minimum spanning tree (Kruskal)</u></a>
29	<a href="#"><u>Topological Sort</u></a>
30	<a href="#"><u>Johnson's algorithm</u></a>
31	<a href="#"><u>Articulation points (or cut vertices) in a graph</u></a>
32	<a href="#"><u>Bridges in a graph</u></a>
33	<a href="#"><u>All graph algorithms</u></a>
34	<a href="#"><u>KMP algorithm</u></a>
35	<a href="#"><u>Rabin karp</u></a>
36	Learning library functions for string actually proves very helpful. (C++: See this, this, String in Java.)
37	<a href="#"><u>Z's algorithm</u></a>
38	<a href="#"><u>Aho-Corasick string matching</u></a>
39	<a href="#"><u>Suffix arrays</u></a>
40	<a href="#"><u>Trie</u></a>
41	<a href="#"><u>Finite automata</u></a>
42	<a href="#"><u>Dynamic programming — GeeksforGeeks</u></a>
43	<a href="#"><u>Dynamic Programming — Codechef</u></a>
44	<a href="#"><u>Longest-common subsequence</u></a>
45	<a href="#"><u>Longest-increasing subsequence</u></a>
46	<a href="#"><u>7_Dynamic programming</u></a>
47	<a href="#"><u>Very Very Very Important</u></a>
48	<a href="#"><u>Edit distance</u></a>
49	<a href="#"><u>Minimum partition</u></a>
50	<a href="#"><u>Ways to cover a distance</u></a>
51	<a href="#"><u>Longest path in matrix</u></a>
52	<a href="#"><u>Subset-sum problem</u></a>
	<a href="#"><u>Optimal strategy for a game</u></a>
	<a href="#"><u>0–1 knapsack problem</u></a>
	<a href="#"><u>Assembly-line scheduling</u></a>

53	<a href="#"><u>All DP algorithms</u></a>
54	<a href="#"><u>Computational geometry</u></a>
55	<a href="#"><u>Convex-hull algorithms</u></a>
56	<a href="#"><u>Geometric algorithms</u></a>
57	<a href="#"><u>Pattern Searching   Set 8 (Suffix Tree Introduction)</u></a>
58	circular flow
59	dyadic (XOR) convolution
60	fast Walsh-Hadamard transform
61	“sum over subsets” or “multidimensional prefix sum”
62	2-vertex-connected components

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