

## **Data Structures & Algorithms Using Java (DSA using Java)**

### **1. Complexity Analysis**

- Big-O Notation
- Time & Space Complexity
- Best, Average, Worst Case Analysis

### **2. Arrays**

- Array operations (insert, delete, search)
- Prefix Sum Technique
- Two Pointer Approach
- Sliding Window

### **Problems:**

- Maximum Subarray (Kadane's Algorithm)
- Two Sum / Pair Sum
- Move Zeroes
- Merge Intervals
- Stock Buy & Sell
- Subarray with given sum

### **3. Strings**

- String operations & manipulation
- Palindrome problems
- Anagram problems
- Substring problems

### **4. Linked List**

- Singly Linked List
- Doubly Linked List (basics)

### **Problems:**

- Reverse Linked List
- Detect Cycle (Floyd Algorithm)
- Middle of Linked List
- Merge Two Linked Lists

### **5. Stack & Queue**

- Stack implementation
- Queue implementation
- Priority Queue (Heap concept)

### **Problems:**

- Valid Parentheses
- Next Greater Element
- Sliding Window Maximum

### **6. Searching & Sorting**

- Linear Search
- Binary Search (important)
- Binary Search variations
- Sorting:
  - Bubble Sort
  - Selection Sort
  - Insertion Sort
  - Merge Sort
  - Quick Sort (concept)

### **7. Recursion & Backtracking**

- Recursion basics
- Base case & recursive calls

**Problems:**

- Factorial & Fibonacci
- Subsets
- Permutations
- N-Queens

**8. Trees**

- Binary Tree
- Binary Search Tree

**Concepts:**

- Tree Traversals (Inorder, Preorder, Postorder)
- Level Order Traversal

**Problems:**

- Height of Tree
- Diameter of Tree
- Lowest Common Ancestor
- Count Nodes

**9. Heap (Priority Queue)**

- Min Heap & Max Heap
- Heap operations

**Problems:**

- Kth Largest Element
- Top K Elements

**10. Hashing**

- HashMap & HashSet
- Frequency counting
- Collision handling (basic idea)

**Problems:**

- Two Sum (optimized)
- First non-repeating element

**11. Dynamic Programming**

- Overlapping subproblems
- Memoization & Tabulation

**Problems:**

- Fibonacci (DP)
- Climbing Stairs
- 0/1 Knapsack (basic)
- Longest Common Subsequence

**12. Graphs**

- Graph representation
- BFS & DFS

**Problems:**

- Number of Islands
- Shortest Path (basic idea)