

- 1. Find the cost of a code**
 - a. Matrix addition
 - b. Matrix multiplication
 - c. Some more demo codes
- 2. Asymptotic Analysis**
 - a. Big Theta
 - b. Big Oh
 - c. Big Omega
- 3. Complexity Analysis**
 - a. Iterative codes
 - i. Insertion Sort Analysis
 - ii. Selection Sort Analysis
 - b. Recursive codes
 - i. Recursion Tree method
 - ii. Substitution Method
 - iii. Master Method
 1. Merge Sort
 2. Quick Sort
- 4. Divide and Conquer**
 - a. Merge Sort
 - b. Quick Sort
 - c. Karatsuba's Multiplication of large numbers
- 5. Greedy**
 - a. Activity Selection
 - b. Interval partitioning
 - c. Fractional Knapsack
 - d. Huffman coding
 - e. Dijkstra's shortest path algorithm
 - f. Minimum spanning tree
 - i. Prim's Algorithm
 - ii. Krushkal's Algorithm
 - g.
- 6. Backtracking**
 - a. Find the permutations
 - i. nP_n or $n!$
 - ii. nP_k
 - b. Find the Combinations
 - i. nC_k
 - c. N - Queen problem
 - d. Find the Subsets of number that add up to a Sum or a value
 - e. Graph Coloring
 - f. Hamilton Cycle
- 7. Branch and Bound**

- a. 8-Puzzle problem
- 8. Dynamic programming**
 - a. Basic
 - b. 0-1 Knapsack
 - c. Longest Common Subsequence
- 9. Graph**
 - a. BFS
 - b. DFS
 - c. Floyd Warshall
 - d. Bellman Ford
 - e. Topological Sort
 - f. Maximum Flow
 - g.
- 10. String**
 - a. Basic String Processing
 - b. KMP
- 11. Number Theory**
 - a. Basic
 - b. Primes
 - c. GCD, LCM
 - d. Sieve
 - e. Modulo Arithmetic
- 12. Geometry**
 - a. Basic
 - b. Polygon
- 13. Extra**
 - a. P vs NP
- 14.**