

Week 1	Introduction to Problem Solving
Week 2 - 5	Fundamentals of Algorithms
Week 6 - 7	Linear Data Structures
Week 8 - 12	Non-linear Data Structures
Week 13 - 16	Algorithm Design Techniques



Week 1: Introduction to Problem Solving	
1	Algorithm Introduction: Properties and real-life applications.
2	Algorithmic and Mathematical Thinking: Steps of problem solving, problem solving guideline, problem solving warm-up using puzzles and brain teasers, math concepts for DSA.
Discu	ssion of 15 puzzles asked in top tech companies.
15 pu	zzles to practice with doubt support

Week 2 - 5 : Fundamentals of Algorithms







Week 6 - 7: Linear Data Structures

8	Data Structures Introduction: Properties, Types, Key operations, Concepts of abstract data types, real-life applications.
9	Array and Linked List: Properties of array and linked list, basic operations, dynamic array, singly linked list, doubly linked list, circular linked list, linked list problem solving patterns.
10	Stack and Queue: Design, implementation, problem solving patterns.
Discussion of 15 interview questions asked in top tech companies.	
15 interview questions to practice with doubt support.	

Week 8 - 12: Non-linear Data Structures



11	Binary Tree and BST: Binary tree properties, DFS traversals, BFS traversal, problem solving patterns, BST properties and operations, BST problem solving patterns.
12	Priority Queue and Heap: Properties, operations, implementation, heap sort, problem solving patterns.
13	Trie and String Algorithms: Trie properties and operations, suffix tree, string matching, problem solving patterns.
14	Advanced Data Structures: Segment tree, AVL tree, LRU cache, LFU cache, Bloom filter, Other tree based data structures.
15	Graph: Properties, representation, BFS and DFS traversal, problem-solving patterns, topological sorting, shortest path, minimum spanning tree.
Discussion of 40 interview questions asked in top tech companies.	
40 interview questions to practice with doubt support.	



16	Dynamic Programming: DP concepts, divide and conquer vs DP, top-down approach, bottom-up approach, patterns of 1D table, patterns of 2D and 3D table, tree based DP, optimization techniques.
17	Greedy and Backtracking: Greedy property, greedy problem solving patterns, DP vs greedy, exhaustive search, recursive and iterative backtracking, bit-masking.
18	Mathematical Algorithms: Numbers theoretic algorithms, bit manipulation, randomised algorithms, geometry based algorithms.
Discussion of 40 questions asked in top tech companies.	
40 questions to practice with doubt support.	

If you want to learn about the above topics through self-study,

you can refer to these books and materials:

- EnjoyAlgorithms self-paced course
- Introduction to algorithms by CLRS
- Algorithms unlocked by Thomas Cormen
- Algorithm design manual by Steven S. Skiena
- Algorithms by Robert Sedgewick
- Cracking the coding interview by Gayle Laakmann
- Algorithmic puzzles (Oxford University Press)
- Math for computer science (MIT Opencourseware)

If you have any query related to curriculum, reach us via <u>contact@enjoyalgorithms.com</u>.

Thank you!

