CONTENTS

Introduction
Chapter 1: Hash Tables
Chapter 2: Trees and Recursion
Chapter 3: Memoization and Dynamic Programming
Chapter 4: Graphs and Breadth-First Search
Chapter 5: Shortest Paths in Weighted Graphs
Chapter 6: Binary Search
Chapter 7: Heaps and Segment Trees
Chapter 8: Union-Find
Afterword
Appendix A: Algorithm Runtime
Appendix B: Because I Can’t Resist
Appendix C: Problem Credits