C++ DSA & LLD MASTERY TRACKER

Pattern-First Table of Contents Progress & Interview Prep Checklist

Domain: **dynocode.in/dsa**
Target Date: _____
Candidate: _____

TOTAL MODULES	CORE PATTERN FILES	REPOSITORY	TARGET SDE ROLES
14 Categories	**125 Patterns**	**cpp-dsa-and-lld**	**SDE-2 / SDE-3 / Senior**

How to track with pen/pencil: Mark **Done [☐]** when solution logic is clear. Mark **Rev [☐]** on second pass. Write **Date** & key time/space complexity takeaways in **Notes**.

Print format: High contrast A4

MASTER MODULE ROADMAP & REVIEW SCHEDULE

#	MODULE / CATEGORY NAME	DIRECTORY PATH	FILES	1ST PASS	2ND PASS	COMPLETED	NOTES / CONFIDENCE
1	**Sliding Window & Two Pointers**	`SlidingWindowTwoPointer/`	**8**	☐	☐	.....	.....
2	**Binary Search**	`BinarySearch/`	**6**	☐	☐	.....	.....
3	**Dynamic Programming**	`DynamicProgramming/`	**21**	☐	☐	.....	.....
4	**Backtracking**	`Backtracking/`	**7**	☐	☐	.....	.....
5	**Graph Theory**	`GraphTheory/`	**12**	☐	☐	.....	.....
6	**Trees**	`Trees/`	**9**	☐	☐	.....	.....
7	**Greedy Algorithms**	`Greedy/`	**7**	☐	☐	.....	.....
8	**Prefix Sum**	`PrefixSum/`	**6**	☐	☐	.....	.....
9	**Line Sweep**	`LineSweep/`	**6**	☐	☐	.....	.....
10	**Bit Manipulation**	`BitManipulation/`	**6**	☐	☐	.....	.....
11	**Classic Algorithms**	`ClassicAlgorithms/`	**13**	☐	☐	.....	.....
12	**Design Data Structures**	`DesignDataStructures/`	**8**	☐	☐	.....	.....
13	**Data Structures & STL**	`DataStructures/`	**7**	☐	☐	.....	.....
14	**Low Level Design (LLD)**	`LLD/`	**9**	☐	☐	.....	.....
		TOTAL COVERAGE:	**125**	**[14]**	**[14]**		

#1 Sliding Window & Two Pointers `SlidingWindowTwoPointer/`

8 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_PatternsOverview.cpp** SLIDING WINDOW & TWO POINTER PATTERNS - OVERVIEW	Pattern classification & templates	—	198	___/___	
☐	☐	**01_FixedWindowSize.cpp** FIXED SIZE SLIDING WINDOW PATTERNS	Max sum of size K, Anagrams, Permutation in String	—	443	___/___	
☐	☐	**02_VariableWindowLongest.cpp** VARIABLE SIZE SLIDING WINDOW - LONGEST/MAXIMUM	Longest Substring Without Repeating, K Distinct Chars	—	469	___/___	
☐	☐	**03_VariableWindowShortest.cpp** VARIABLE SIZE SLIDING WINDOW - SHORTEST/MINIMUM	Minimum Window Substring, Min Size Subarray Sum	—	512	___/___	
☐	☐	**04_TwoPointersOpposite.cpp** TWO POINTERS - OPPOSITE DIRECTION (CONVERGING)	Two Sum Sorted, Container With Most Water, 3Sum	—	588	___/___	
☐	☐	**05_TwoPointersSameDirection.cpp** TWO POINTERS - SAME DIRECTION (FAST & SLOW)	Remove Duplicates, Move Zeroes, Merge Sorted	—	428	___/___	
☐	☐	**06_SlidingWindowWithMap.cpp** SLIDING WINDOW WITH HASHMAP / FREQUENCY COUNTING	Frequency tracking, Subarrays with K Different	—	347	___/___	
☐	☐	**07_AdvancedProblems.cpp** ADVANCED SLIDING WINDOW & TWO POINTER	Advanced sliding window problems	—	377	___/___	

#2 Binary Search `BinarySearch/`

6 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_BinarySearchOverview.cpp** BINARY SEARCH - OVERVIEW	Templates, when to use, common patterns	—	277	___/___	
☐	☐	**01_ClassicPatterns.cpp** CLASSIC BINARY SEARCH PATTERNS	Lower/Upper Bound, Search Insert Position	—	386	___/___	
☐	☐	**02_RotatedArray.cpp** ROTATED SORTED ARRAY PROBLEMS	Search in Rotated Array, Find Minimum	—	374	___/___	
☐	☐	**03_SearchOnAnswer.cpp** BINARY SEARCH ON ANSWER - THE MOST IMPORTANT PATTERN!	Koko Eating Bananas, Capacity to Ship Packages	—	579	___/___	
☐	☐	**04_MatrixSearch.cpp** BINARY SEARCH IN MATRICES	Search 2D Matrix, Kth Smallest in Sorted Matrix	—	430	___/___	
☐	☐	**05_AdvancedProblems.cpp** ADVANCED BINARY SEARCH PROBLEMS	Median of Two Arrays, Split Array Largest Sum	—	437	___/___	

#3 Dynamic Programming `DynamicProgramming/`

21 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_DPOverview.cpp** DYNAMIC PROGRAMMING - MASTER GUIDE	Overview: Pattern guide, when to use DP	—	196	___/___	
☐	☐	**fibonacci_pattern.cpp** FIBONACCI SEQUENCE	Fibonacci: Climbing Stairs, House Robber	01_FIBONACCI	279	___/___	
☐	☐	**kadane_pattern.cpp** KADANE'S ALGORITHM	Kadane's: Max Subarray, Max Product Subarray	02_KADANE	314	___/___	
☐	☐	**knapsack_01.cpp** 0/1 KNAPSACK	0/1 Knapsack: Partition Equal Subset, Target Sum	03_01KNAPSACK	390	___/___	
☐	☐	**unbounded_knapsack.cpp** UNBOUNDED KNAPSACK	Unbounded Knapsack: Coin Change, Perfect Squares	04_UNBOUNDEDKNAPSACK	453	___/___	
☐	☐	**longest_common_subsequence.cpp** LONGEST COMMON SUBSEQUENCE (LCS)	LCS: Longest Common Subsequence	05_LCS	342	___/___	
☐	☐	**longest_increasing_subsequence.cpp** LONGEST INCREASING SUBSEQUENCE (LIS)	LIS: Longest Increasing Subsequence, Russian Doll	06_LIS	408	___/___	
☐	☐	**palindrome_dp.cpp** PALINDROMIC SUBSEQUENCE/SUBSTRING	Palindrome: Longest Palindromic Subsequence	07_PALINDROME	321	___/___	
☐	☐	**edit_distance.cpp** EDIT DISTANCE	Edit Distance: Edit Distance, Wildcard Matching, Regex	08_EDITDISTANCE	362	___/___	
☐	☐	**subset_sum.cpp** SUBSET SUM	Subset Sum: Subset Sum, Partition Equal	09_SUBSETSUM	357	___/___	
☐	☐	**string_partition.cpp** STRING PARTITION	String Partition: Word Break, Palindrome Partitioning	10_STRINGPARTITION	275	___/___	
☐	☐	**catalan.cpp** CATALAN NUMBERS	Catalan Numbers: Unique BSTs, Generate Parentheses	11_CATALANNUMBERS	363	___/___	
☐	☐	**interval_dp.cpp** MATRIX CHAIN MULTIPLICATION / INTERVAL DP	Matrix Chain: Burst Balloons, Merge Stones	12_MATRIXCHAINMULTIPLICATION	385	___/___	
☐	☐	**count_ways.cpp** COUNT DISTINCT WAYS	Count Ways: Decode Ways, Count Texts	13_COUNTDISTINCTWAYS	307	___/___	
☐	☐	**grid_dp.cpp** DP ON GRIDS	DP on Grids: Unique Paths, Min Path Sum	14_DPONGRIDS	358	___/___	
☐	☐	**tree_dp.cpp** DP ON TREES	DP on Trees: House Robber III, Tree Cameras	15_DPONTREES	374	___/___	
☐	☐	**graph_dp.cpp** DP ON GRAPHS	DP on Graphs: Cheapest Flights K Stops	16_DPONGRAPHS	311	___/___	
☐	☐	**digit_dp.cpp** DIGIT DP	Digit DP: Numbers with Unique Digits	17_DIGITDP	360	___/___	
☐	☐	**bitmask_dp.cpp** BITMASK DP	Bitmask DP: TSP, Shortest Path All Nodes	18_BITMASKDP	400	___/___	
☐	☐	**probability_dp.cpp** PROBABILITY DP	Probability DP: Knight Probability	19_PROBABILITYDP	314	___/___	
☐	☐	**state_machine_dp.cpp** STATE MACHINE DP	State Machine: Stock Buy Sell with Cooldown	20_STATEMACHINEDP	355	___/___	

#4 Backtracking `Backtracking/`

7 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_BacktrackingOverview.cpp** BACKTRACKING - OVERVIEW	Core template, pattern classification	—	211	___/___	
☐	☐	**01_SubsetsPatterns.cpp** BACKTRACKING - SUBSETS / POWER SET	Subsets, Subsets II, Power Set	—	376	___/___	
☐	☐	**02_Permutations.cpp** BACKTRACKING - PERMUTATIONS	Permutations, Permutations II	—	433	___/___	
☐	☐	**03_CombinationSum.cpp** BACKTRACKING - COMBINATION SUM VARIATIONS	Combination Sum I/II/III/IV	—	422	___/___	
☐	☐	**04_Partitioning.cpp** BACKTRACKING - PARTITIONING PROBLEMS	Palindrome Partitioning, Equal Sum Partition	—	469	___/___	
☐	☐	**05_GridBoard.cpp** BACKTRACKING - GRID & BOARD PROBLEMS	N-Queens, Sudoku Solver, Word Search	—	495	___/___	
☐	☐	**06_GenerateSequences.cpp** BACKTRACKING - GENERATE SEQUENCES	Generate Parentheses, Letter Combinations	—	322	___/___	

#5 Graph Theory `GraphTheory/`

12 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_GraphOverview.cpp** GRAPH THEORY - MASTER OVERVIEW	Graph representations, when to use what	—	239	___/___	
☐	☐	**01_bfs.cpp** BFS (Breadth-First Search)	BFS traversal, shortest path in unweighted	—	389	___/___	
☐	☐	**02_dfs.cpp** DFS (Depth-First Search)	DFS traversal, cycle detection	—	345	___/___	
☐	☐	**03_union_find.cpp** UNION-FIND (Disjoint Set Union - DSU)	Union-Find, connected components	—	295	___/___	
☐	☐	**04_topological_sort.cpp** TOPOLOGICAL SORT	Kahn's algorithm, DFS topo sort	—	339	___/___	
☐	☐	**05_dijkstra.cpp** DIJKSTRA'S ALGORITHM	Single source shortest path (positive weights)	—	360	___/___	
☐	☐	**06_bellman_ford.cpp** BELLMAN-FORD ALGORITHM	Shortest path with negative weights	—	213	___/___	
☐	☐	**07_floyd_warshall.cpp** FLOYD-WARSHALL ALGORITHM	All pairs shortest path	—	263	___/___	
☐	☐	**08_mst.cpp** MINIMUM SPANNING TREE (MST)	Prim's, Kruskal's MST	—	265	___/___	
☐	☐	**09_scc.cpp** STRONGLY CONNECTED COMPONENTS (SCC)	Strongly Connected Components	—	203	___/___	
☐	☐	**10_articulation_bridges.cpp** ARTICULATION POINTS & BRIDGES	Cut vertices, bridges	—	273	___/___	
☐	☐	**11_bipartite.cpp** BIPARTITE GRAPH	Bipartite check, graph coloring	—	157	___/___	

#6 Trees `Trees/`

9 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_TreeOverview.cpp** TREE DATA STRUCTURES - OVERVIEW	Tree basics, representations	—	188	___/___	
☐	☐	**01_Traversals.cpp** TREE TRAVERSALS	Inorder, Preorder, Postorder, Level Order	—	477	___/___	
☐	☐	**02_BinaryTreeBasics.cpp** BINARY TREE BASICS	Max Depth, Same Tree, Invert Tree	—	372	___/___	
☐	☐	**03_BST_Operations.cpp** BINARY SEARCH TREE (BST) OPERATIONS	Insert, Delete, Search, Validate BST	—	429	___/___	
☐	☐	**04_TreeConstruction.cpp** TREE CONSTRUCTION & SERIALIZATION	Build from Inorder+Preorder/Postorder	—	428	___/___	
☐	☐	**05_LCA_Ancestors.cpp** LOWEST COMMON ANCESTOR (LCA)	Lowest Common Ancestor, Kth Ancestor	—	382	___/___	
☐	☐	**06_PathProblems.cpp** TREE PATH PROBLEMS	Path Sum, Max Path Sum, Diameter	—	399	___/___	
☐	☐	**07_TreeViews.cpp** TREE VIEWS (Left, Right, Top, Bottom, Boundary)	Left/Right/Top/Bottom View	—	238	___/___	
☐	☐	**08_TreeTransformations.cpp** TREE TRANSFORMATIONS	Flatten, Serialize/Deserialize	—	274	___/___	

#7 Greedy Algorithms `Greedy/`

7 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_GreedyOverview.cpp** GREEDY ALGORITHMS - OVERVIEW	When to use greedy, proof techniques	—	139	___/___	
☐	☐	**01_IntervalScheduling.cpp** GREEDY - INTERVAL SCHEDULING	Meeting Rooms, Non-overlapping Intervals	—	406	___/___	
☐	☐	**02_ArraySequence.cpp** GREEDY - ARRAY & SEQUENCE PROBLEMS	Jump Game, Gas Station	—	416	___/___	
☐	☐	**03_StringGreedy.cpp** GREEDY - STRING PROBLEMS	Remove K Digits, Monotonic String	—	424	___/___	
☐	☐	**04_HeapGreedy.cpp** GREEDY - HEAP / PRIORITY QUEUE BASED	Task Scheduler, Reorganize String	—	432	___/___	
☐	☐	**05_ClassicGreedy.cpp** GREEDY - CLASSIC ALGORITHMS	Fractional Knapsack, Activity Selection	—	413	___/___	
☐	☐	**06_MaximumMeetingsInRoom.cpp** 06 MaximumMeetingsInRoom	06 MaximumMeetingsInRoom	—	53	___/___	

#8 Prefix Sum `PrefixSum/`

6 Pattern Files Module Mastered: ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_PrefixSumOverview.cpp** PREFIX SUM - OVERVIEW	Templates, when to use	—	125	___/___	
☐	☐	**01_1DPrefixSum.cpp** PREFIX SUM - 1D PROBLEMS	Range Sum Query, Subarray Sum Equals K	—	380	___/___	
☐	☐	**02_2DPrefixSum.cpp** PREFIX SUM - 2D PROBLEMS	Matrix Region Sum, Maximal Square	—	429	___/___	
☐	☐	**03_PrefixWithHashMap.cpp** PREFIX SUM + HASHMAP	Subarray Sum Divisible by K	—	411	___/___	
☐	☐	**04_DifferenceArray.cpp** DIFFERENCE ARRAY	Range Update in O(1)	—	421	___/___	
☐	☐	**05_AdvancedPrefix.cpp** ADVANCED PREFIX SUM APPLICATIONS	XOR prefix, Product prefix	—	429	___/___	

#9 Line Sweep `LineSweep/`

6 Pattern Files Module Mastered: ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_LineSweepOverview.cpp** LINE SWEEP ALGORITHM - OVERVIEW	Event-based processing template	—	182	___/___	
☐	☐	**01_IntervalProblems.cpp** LINE SWEEP - INTERVAL PROBLEMS	Merge Intervals, Insert Interval	—	450	___/___	
☐	☐	**02_DifferenceArray.cpp** LINE SWEEP - DIFFERENCE ARRAY	Range additions	—	426	___/___	
☐	☐	**03_SkylineProblems.cpp** LINE SWEEP - SKYLINE PROBLEMS	The Skyline Problem	—	381	___/___	
☐	☐	**04_CalendarProblems.cpp** LINE SWEEP - CALENDAR / BOOKING PROBLEMS	Meeting Rooms II, My Calendar	—	429	___/___	
☐	☐	**05_GeometricSweep.cpp** LINE SWEEP - GEOMETRIC PROBLEMS	Rectangle overlap, coverage	—	375	___/___	

#10 Bit Manipulation `BitManipulation/`

6 Pattern Files Module Mastered: ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_BitManipOverview.cpp** BIT MANIPULATION - OVERVIEW	Bit operations cheat sheet	—	100	___/___	
☐	☐	**01_BasicOperations.cpp** BIT MANIPULATION - BASIC OPERATIONS	Set, Clear, Toggle, Check bits	—	357	___/___	
☐	☐	**02_XORTricks.cpp** BIT MANIPULATION - XOR TRICKS	Single Number, Missing Number	—	421	___/___	
☐	☐	**03_CountingBits.cpp** BIT MANIPULATION - COUNTING BITS	Count 1s, Power of 2, Hamming Distance	—	342	___/___	
☐	☐	**04_SubsetsBitmask.cpp** BIT MANIPULATION - SUBSETS & BITMASK DP	Generate subsets using bitmask	—	396	___/___	
☐	☐	**05_BitTricks.cpp** BIT MANIPULATION - ADVANCED TRICKS	Swap, Reverse bits, Gray code	—	376	___/___	

#11 Classic Algorithms `ClassicAlgorithms/`

13 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_ClassicAlgorithmsOverview.cpp** CLASSIC ALGORITHMS - INTERVIEW MUST-KNOW	CLASSIC ALGORITHMS - INTERVIEW MUST-KNOW	—	109	___/___	
☐	☐	**01_BoyerMooreMajority.cpp** BOYER-MOORE MAJORITY VOTE ALGORITHM	Majority Element in O(1) space	—	162	___/___	
☐	☐	**02_DutchNationalFlag.cpp** DUTCH NATIONAL FLAG ALGORITHM	Sort Colors (3-way partition)	—	206	___/___	
☐	☐	**03_FloydCycleDetection.cpp** FLOYD'S CYCLE DETECTION (Tortoise and Hare)	Detect cycle, find cycle start	—	201	___/___	
☐	☐	**04_QuickSelect.cpp** QUICK SELECT (Hoare's Selection Algorithm)	Kth largest in O(n) average	—	177	___/___	
☐	☐	**05_ReservoirSampling.cpp** RESERVOIR SAMPLING	Random sampling from stream	—	208	___/___	
☐	☐	**06_KMPPatternMatch.cpp** KMP (Knuth-Morris-Pratt) PATTERN MATCHING	String pattern matching O(n+m)	—	210	___/___	
☐	☐	**07_SieveOfEratosthenes.cpp** SIEVE OF ERATOSTHENES	Find all primes up to n	—	223	___/___	
☐	☐	**08_FastExponentiation.cpp** FAST EXPONENTIATION (Binary Exponentiation)	Power in O(log n)	—	220	___/___	
☐	☐	**09_EuclideanGCD.cpp** EUCLIDEAN ALGORITHM (GCD/LCM)	GCD, Extended Euclidean	—	201	___/___	
☐	☐	**10_FisherYatesShuffle.cpp** FISHER-YATES SHUFFLE (Knuth Shuffle)	Fair random shuffle	—	198	___/___	
☐	☐	**11_MorrisTraversal.cpp** MORRIS TRAVERSAL (Threaded Binary Tree)	Tree traversal O(1) space	—	227	___/___	
☐	☐	**12_RabinKarpPatternMatch.cpp** 12 RabinKarpPatternMatch	12 RabinKarpPatternMatch	—	88	___/___	

#12 Design Data Structures `DesignDataStructures/`

8 Pattern Files **Module Mastered:** ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**00_DesignOverview.cpp** DESIGN DATA STRUCTURES - OVERVIEW	Design patterns overview	—	70	___/___	
☐	☐	**01_CacheDesigns.cpp** DESIGN - CACHE IMPLEMENTATIONS	LRU Cache, LFU Cache	—	420	___/___	
☐	☐	**02_HashMapDesigns.cpp** DESIGN - HASHMAP & RANDOMIZED STRUCTURES	Design HashMap, HashSet	—	383	___/___	
☐	☐	**03_StackQueueDesigns.cpp** DESIGN - STACK & QUEUE VARIATIONS	Min Stack, Queue using Stacks	—	472	___/___	
☐	☐	**04_IteratorPatterns.cpp** DESIGN - ITERATOR PATTERNS	Flatten Iterator, Peeking Iterator	—	467	___/___	
☐	☐	**05_TimeBasedDesigns.cpp** DESIGN - TIME-BASED & VERSIONED STRUCTURES	Time-Based Key-Value Store	—	418	___/___	
☐	☐	**06_AdvancedDesigns.cpp** DESIGN - ADVANCED DATA STRUCTURES	Twitter, File System	—	450	___/___	
☐	☐	**07_DesignSpellChecker.cpp** 07 DesignSpellChecker	Spell Checker design	—	94	___/___	

#13 Data Structures & STL `DataStructures/`

7 Pattern Files Module Mastered: ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**CountSmallerAfterSelf.cpp** CountSmallerAfterSelf	CountSmallerAfterSelf	DIVIDECONQUER	242	___/___	
☐	☐	**00_LinkedListOverview.cpp** LINKED LIST - OVERVIEW	LinkedList basics	LINKEDLIST	271	___/___	
☐	☐	**prime.cpp** prime	prime	NUMBERTHEORY	25	___/___	
☐	☐	**00_QueueOverview.cpp** QUEUE - OVERVIEW	Queue basics	QUEUE	404	___/___	
☐	☐	**00_STLOverview.cpp** C++ STL - OVERVIEW & QUICK REFERENCE	STL containers overview	STL	302	___/___	
☐	☐	**Merge_Sort.cpp** Merge Sort	Merge Sort	SORTINGS	66	___/___	
☐	☐	**00_StackOverview.cpp** STACK - OVERVIEW	Stack basics	STACK	296	___/___	

#14 Low Level Design (LLD) `LLD/`

9 Pattern Files Module Mastered: ☐

DONE	REV	PATTERN FILE & TITLE	KEY PROBLEMS & ALGORITHMIC CONCEPTS	CATEGORY	LINES	DATE	NOTES / COMPLEXITY
☐	☐	**01_TicTacToe.cpp** TIC TAC TOE	TIC TAC TOE	—	236	___/___	
☐	☐	**02_SnakeLadder.cpp** SNAKE AND LADDER	SNAKE AND LADDER	—	280	___/___	
☐	☐	**03_EventBookingSystem.cpp** EVENT VENUE BOOKING SYSTEM	EVENT VENUE BOOKING SYSTEM	—	544	___/___	
☐	☐	**04_ParkingLot.cpp** PARKING LOT SYSTEM	PARKING LOT SYSTEM	—	222	___/___	
☐	☐	**05_ElevatorSystem.cpp** ELEVATOR SYSTEM	ELEVATOR SYSTEM	—	224	___/___	
☐	☐	**06_Splitwise.cpp** SPLITWISE (EXPENSE SHARING)	SPLITWISE (EXPENSE SHARING)	—	223	___/___	
☐	☐	**07_VendingMachine.cpp** VENDING MACHINE	VENDING MACHINE	—	225	___/___	
☐	☐	**08_LibraryManagement.cpp** LIBRARY MANAGEMENT SYSTEM	LIBRARY MANAGEMENT SYSTEM	—	277	___/___	
☐	☐	**eQ_battleship.cpp** eQ battleship	Battleship game	—	171	___/___	