1. Choose the best structure problems.

2. State the complexity problems.

3. Insertion and search problems: AVL, min-heap (normal insert and BuildHeap), B+-tree, hashing with chains, hashing with quadratic probing, up-trees (union and find).


5. Graph Algorithms and Representations: topological sort, DFS, BFS, Dijkstra, minimal spanning tree (Prim and Kruskal), subgraph isomorphism (find one, prove it is one)


7. Write a recursive function to do something related to any of the structures we have studied, especially graphs and trees.

8. Analyze complexity of your function or mine.