

1. Min/Max Heaps (Insertion, Deletion/Delete Max)
2. Binary Search Trees (Insertion, Deletion and Search)
3. AVL Trees (Insertion, Deletion and Search)
4. B-Trees (Insertion, Deletion and Search)
5. Finding Spanning Trees
6. Finding connected components of a graph
7. Knapsack problem
8. Graph coloring
9. Depth-first and Breadth-first searches